EXCLUSIVE TUTORIAL! HOW TO DRAW SHADOWS THE **BATMAN** WAY!

DC NATION

• ISSUE #6

IT'S HERE!

Grant Morrison's

THE GREEN LANTERN #1

EXCLUSIVE 8-PAGE PREVIEW! INSIDE!

PLUS:

Brian Michael Bendis'
YOUNG JUSTICE

G. Willow Wilson's
WONDER WOMAN

& More!

CONTENTS

8

30

22

10

20

FEATURES

8 DC WHO'S WHO: THE BATMAN WHO LAUGHS
Scott Snyder and Jock's chilling METAL spin-off series

10 COVER FEATURE: THE GREEN LANTERN ANNOTATED
Grant Morrison and Liam Sharp reveal some of the Easter eggs hidden in their new book

20 DC NATION PROFILE: G. WILLOW WILSON
The new WONDER WOMAN writer's unconventional path to comic book stardom

22 HOW TO BY DCU: BATMAN ON SHADOWS
Batman shows aspiring artists how to use shadows

28 BETWEEN THE PANELS: GEOFF JOHNS
The superstar writer teases SHAZAM!, DOOMSDAY CLOCK and the upcoming THREE JOKERS.

30 THE WONDER YEARS
Brian Michael Bendis' new imprint focusing on teenage heroes

36 FORCE QUEST
FLASH scribe, Josh Williamson, on the four forces that govern the universe

DEPARTMENTS

1 PUBLISHER'S LETTER
2 DC INSIDER
38 DIRECT CURRENTS
48 WE'VE GOT MAIL

Letter from DC Publisher Dan DiDio

One of the most exciting aspects of coming to work every day at DC Comics is hearing new ideas. As we close out 2018 and plunge into 2019, we're focused on bringing you those new ideas as well.

THE GREEN LANTERN by Grant Morrison and Liam Sharp and AQUAMAN by Kelly Sue DeConnick and Robson Rocha couldn't be two more different books, but both share unique, modern takes on classic heroes, while still staying true to the core of Hal Jordan and Arthur Curry.

Grant gets back to the pure essence of Hal as the cosmic policeman. He gave me a pitch that was basically a space *Law & Order* with Hal Jordan. I mean, when you hear that, how can you resist? It got to the core of who Hal was so quickly. Then when Kelly Sue came and pitched us AQUAMAN, it wasn't just about a one-line discussion or direction for a character, but a long-term mythos and role-building at the same time.

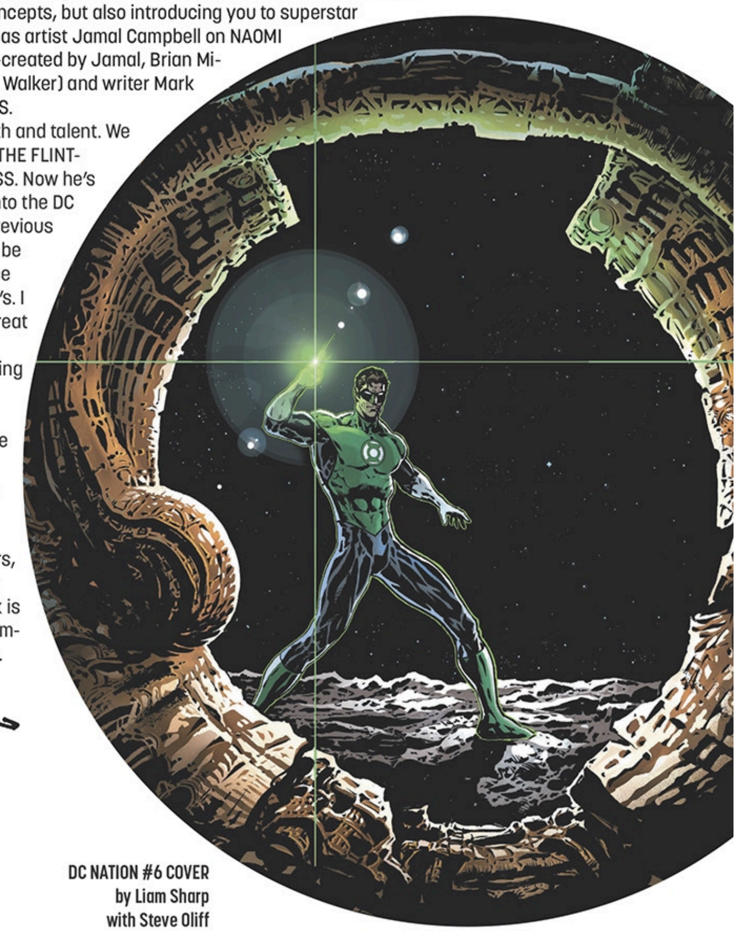
Over in THE FLASH, writer Joshua Williamson is expanding that mythos with additions to the Speed Force. By creating all these different forces and the symbols that come with them, he creates new challenges for Barry Allen. And Scott Snyder, who's always impressed me with how much excitement and energy he brings to a project, is doing it again with the BATMAN WHO LAUGHS miniseries with Jock.

And it's not just characters we're focused on; we also plan to bring you some new talent you may not be aware of yet. Over in the new Wonder Comics imprint, we won't just be providing updated takes on the YOUNG JUSTICE, DIAL H and WONDER TWINS concepts, but also introducing you to superstar talents of tomorrow such as artist Jamal Campbell on NAOMI (also a new character co-created by Jamal, Brian Michael Bendis and David F. Walker) and writer Mark Russell on WONDER TWINS.

Mark has a real strength and talent. We saw his writing on PREZ, THE FLINTSTONES and SNAGGLEPUSS. Now he's sort of working his way into the DC Universe more than his previous projects, and it's going to be interesting to see his voice mixed with everyone else's. I think he's going to do a great job with it.

And Jamal is truly a rising star. The pages that he's done for NAOMI are just head and shoulders above anything that I've seen from new talent reaching into DC, and honestly, when I look at his work and a lot of our rising stars, I'm seeing this next wave of talent that I really think is going to redefine what comics look like for the future.

DC Publisher
DAN DIDIO



DC NATION #6 COVER
by Liam Sharp
with Steve Oliff

MIKE COTTON
Editor
PAT MCCALLUM
Editorial Director
BRIAN CUNNINGHAM
Consulting Editor
ALLYSON GRONOWITZ & ANDREW MARINO
Assistant Editors
STEVE BLACKWELL
Designer
BRETT HALLAHAN & ALLYSON RUDOLPH
Proof Reading
ANDREW SERWIN
MICHAEL NIXON
BEN MORSE &
YANICK PAQUETTE
Contributing Writers
STEVE COOK
Photography
LIAM SHARP
WITH STEVE OLIFF
Cover
THE ENTIRE DC STAFF
Editorial Assists

BOB HARRAS Senior VP - Editor-in-Chief, DC Comics
PAT MCCALLUM Executive Editor, DC Comics
DAN DIDIO Publisher
JIM LEE Publisher & Chief Creative Officer
AMIT DESAI Executive VP - Business & Marketing Strategy, Direct to Consumer & Global Franchise Management
BOBBIE CHASE VP & Executive Editor, Young Reader & Talent Development
MARK CHIARELLO Senior VP - Art, Design & Collected Editions
JOHN CUNNINGHAM Senior VP - Sales & Trade Marketing
BRIAR DARDEN VP - Business Affairs
ANNE DEPIES Senior VP - Business Strategy, Finance & Administration
DON FALLETTI VP - Manufacturing Operations
LAWRENCE GANEM VP - Editorial Administration & Talent Relations
ALISON GILL Senior VP - Manufacturing & Operations
JASON GREENBERG VP - Business Strategy & Finance
HANK KANALZ Senior VP - Editorial Strategy & Administration
JAY KOGAN Senior VP - Legal Affairs
NICK J. NAPOLITANO VP - Manufacturing Administration
LISETTE OSTERLOH VP - Digital Marketing & Events
EDDIE SCANNELL VP - Consumer Marketing
COURTNEY SIMMONS Senior VP - Publicity & Communications
JIM (SKI) SOKOLOWSKI VP - Comic Book Specialty Sales & Trade Marketing
NANCY SPEARS VP - Mass, Book, Digital Sales & Trade Marketing
MICHELE R. WELLS VP - Content Strategy

DC NATION 6. January, 2019. Published by DC Comics, 2900 W. Alameda Avenue, Burbank, CA 91505. GST # is R125921072. Copyright © 2018 DC Comics. All Rights Reserved. All characters featured in this issue, the distinctive likenesses thereof and related elements are trademarks of DC Comics. The stories, characters and incidents mentioned in this magazine are entirely fictional. DC Comics does not read or accept unsolicited submissions of ideas, stories or artwork. For Advertising and Custom Publishing contact dccomicsadvertising@dccomics.com. For details on DC Comics Ratings, visit dccomics.com/go/ratings.

DC INSIDER

How I broke into comics with...

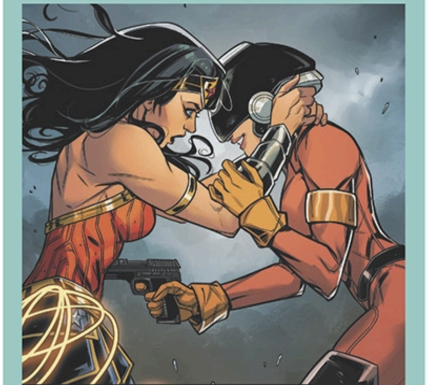
STEVE ORLANDO

"I got my first comic book in 1987 when I was two, at a flea market in Syracuse. A little while after that, I became an avid fan of both the X-Men and Batman animated series. I was always immersed in this fantastic world.

"I started going to comics conventions when I was 12 years old. At Wizard World 2000, I showed up with my first comics scripts that I had written, and they were quite bad! A couple of folks at CrossGen Comics were extremely generous with their time and talked to me about script formatting. Soon after, at San Diego Comic-Con, I met the good folks at Man of Action, who would go on to mentor me for the next 20 years.

"Throughout middle school and high school, I would write scripts, find artists and create pitches to bring to those guys. They always said, 'When something is professional level, we'll put it in the hands of the right people.'

"It took me almost two decades to get to the point where things were professional level, but I took their critique every year. Then I went back, made another comic and repeated that for over a decade. Finally, when I had what would become my book *Undertow*, I showed it to the folks at Man of Action, and they immediately put it in the hands of the folks they mentioned." ◼



WONDER WOMAN #51 art by Laura Braga

CLAIM JUMPER

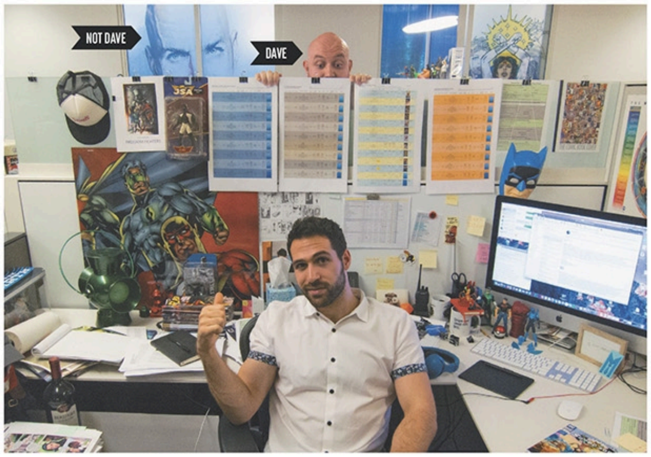


Photo by Steve Cook

Last month we noted the controversy surrounding assistant editor Andrew Marino. Could DC's proto-athlete, as he so boldly claims, clear his 5'6" work-space partition in a running jump? "Totally. And I wouldn't wipe out or anything," he said.

While federal safety laws and DC's office manager prevent us from testing the theory, DC NATION demands answers. Let's wander through the company directory and see who's home. First up, DC's publisher and chief creative officer...

EXECUTIVE ASSISTANT: Jim Lee's office.

DC NATION: Dora! We're doing a thing for the magazine. Is Jim free?

EXEC. ASSISTANT: What is this in regards to...?

DC NATION: Andrew says he can jump over the office dividers, but there's no way. Jim used to draw BATMAN, he'll know.

EXEC. ASSISTANT: That sounds dangerous.

DC NATION: He's going to stretch first, it'll be fine.

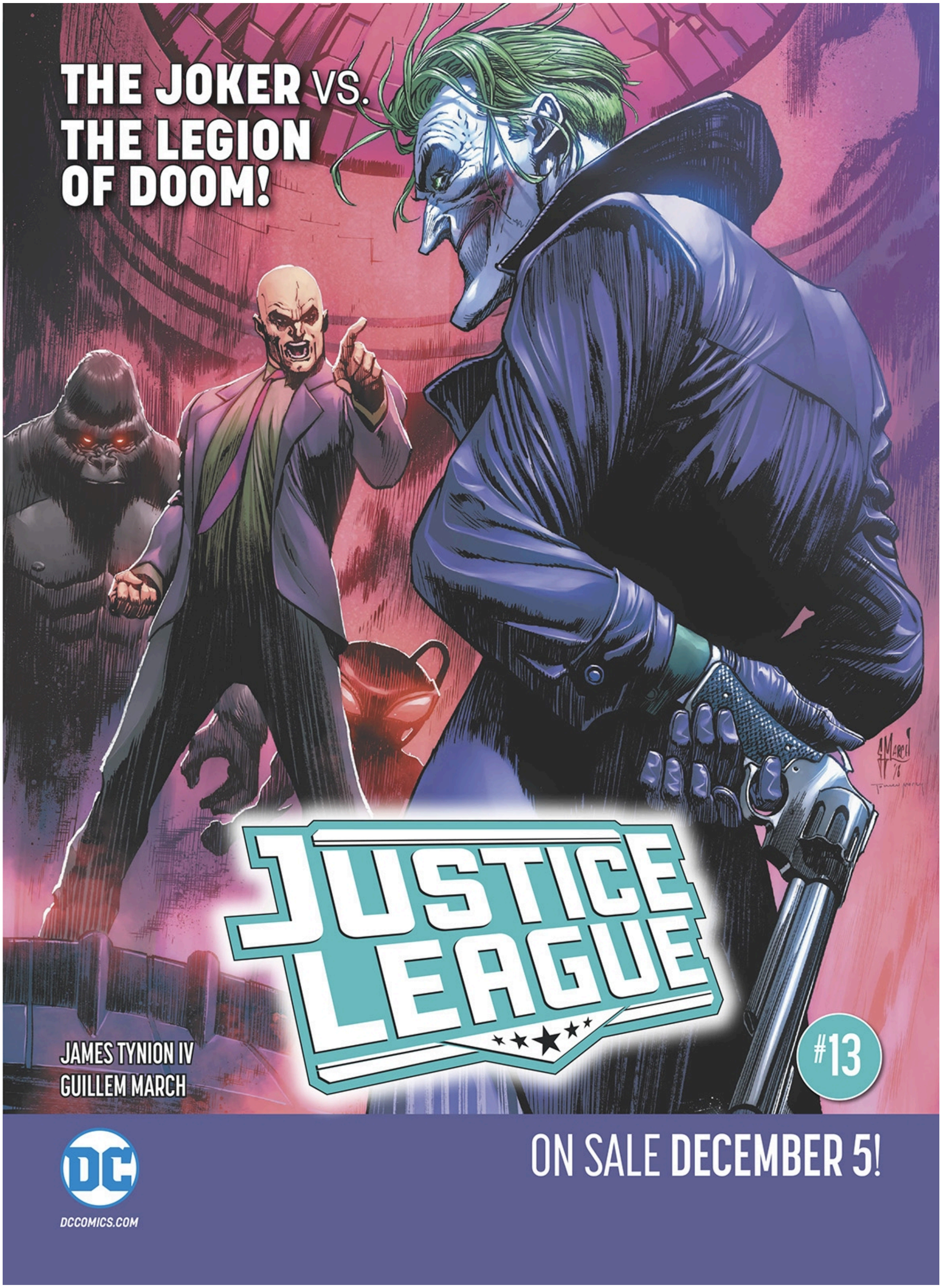
EXEC. ASSISTANT: ...I have someone on the other line. Andrew's sweet, talk him out of it. I have to go.

[Full disclosure: Jim's executive assistant Dora Yoshimoto is maybe the nicest person at DC but even we're surprised how long she talked to us.]

Having failed with our cold call, let's get the dirt straight from Marino's number one detractor: Why does Mike Cotton doubt his office mate's prowess? "Assistant editor Dave Wielgosz sits on the other side of that partition." Cotton says. "Dave's a great guy, but he's not putting up with jabronis jumping into his space. Andrew wouldn't make it halfway over that divider before POP!, Dave stuffed him back over like a volleyball, *Top Gun*-style. Denied! MAVERICK!"

And there you have it: in another explosive DC NATION exposé, we reveal any assistant editors attempting to hurdle their work partitions will, 1) immediately enter the danger zone and 2) be met with swift volleyball justice. Case closed. ◼

Got questions? Thoughts on DC NATION?
GIVE A SHOUT: DCNATION@DCENTERTAINMENT.COM


THE JOKER VS.
THE LEGION
OF DOOM!
JUSTICE
LEAGUE
#13
JAMES TYNION IV
GUILLEM MARCH
DC
DCCOMICS.COM
ON SALE DECEMBER 5!

DC INSIDER

WHAT I DO...

THE SUPERMAN GROUP What exactly do editors do?

LANDFILL: We told group editor Brian Cunningham we would reveal how it took him a week (a week!) to clean his office in preparation for this photo. He asked us not to. Nope. DC NATION is a rogue nation!

ON BRAND: Associate editor Jess Chen wore a Superman shirt to a Superman photo shoot. Her boss Brian wore a Flash tee. Is Jess trying to make her boss look bad? "He doesn't need my help with that." Ya burnt, Cunningham.

PRODUCT PLACEMENT: Editor Alex Antone snuck a copy of CURSED COMICS CAVALCADE into the photo. Alex is the editor on CURSED COMICS CAVALCADE. We're not saying he's taking kickbacks, but if HR is reading this, do your thing.

FACT-CHECKED: "Supergirl is in space until next year, so she can't guest-star in TITANS. Also, why is there a horse in the doorway?" Assistant editor Andrea Shea's eye for detail continues to impress.

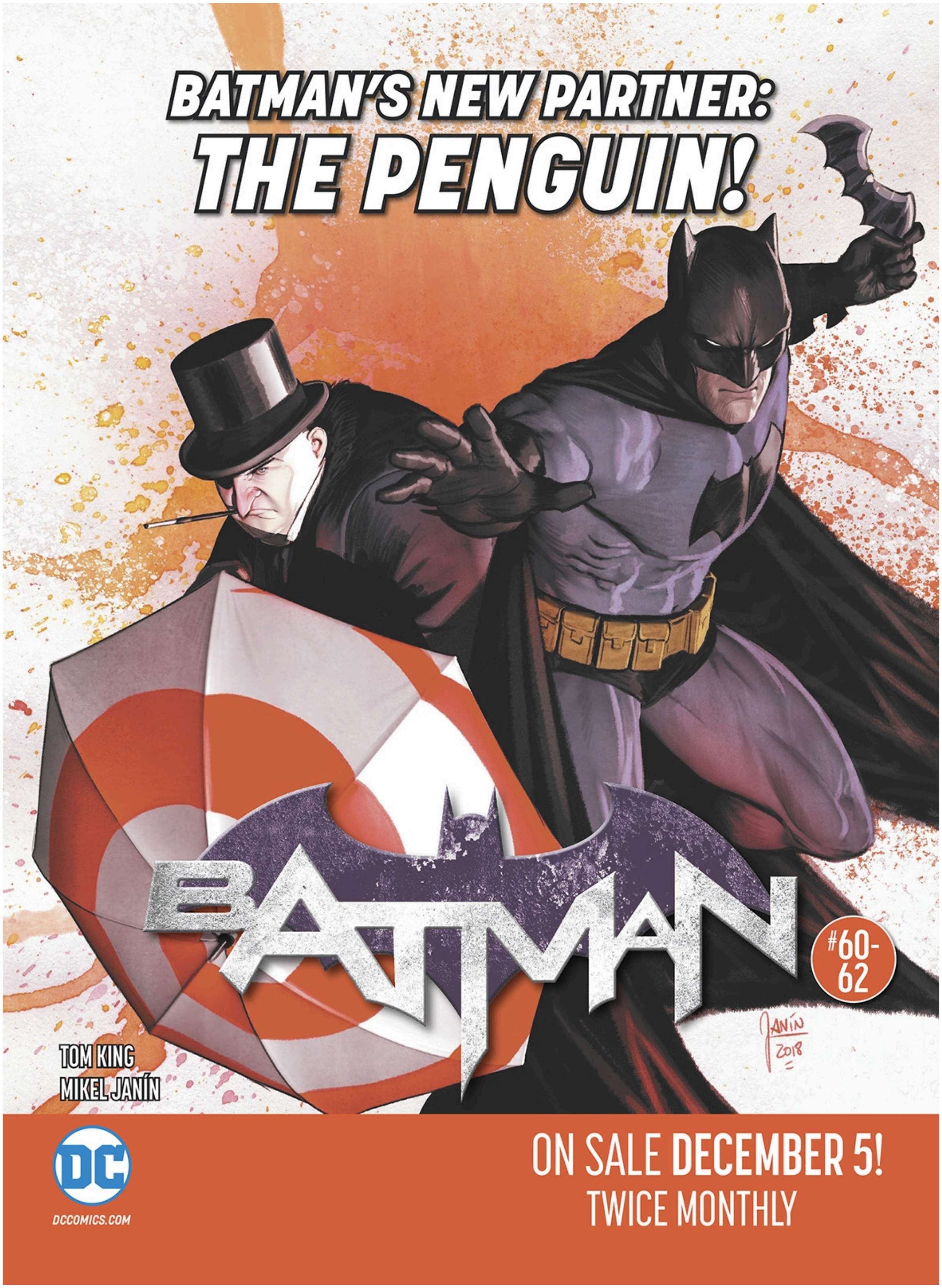
Photo by Steve Cook

GROUP EDITORS go hands-on with their own slate of titles but also supervise the books in their team. "While I edit books such as DOOMSDAY CLOCK, SHAZAM! and THE GREEN LANTERN, I also manage the other editors' books like SUPERMAN, ACTION COMICS, etc.," explains group editor Brian Cunningham. "Roughly 16 books per month. My team meets every morning to set the agenda for the day. How our creative teams are doing, where we are with deadlines, we talk through and help each other with story notes, art notes and cover concepts. I look at the big picture and also make sure we're coordinating with the other groups, while training and mentoring the junior staff to get them ready to take on more responsibilities."

EDITORS manage about a half-dozen titles, while coordinating with the group editor and being assisted by the associate and assistant editors. "I work on TEEN TITANS, AQUAMAN, DEATHSTROKE and HARLEY QUINN and also head up DC's quarterly anthologies," says editor Alex Antone. "I have one of the more eclectic lineups in the office. My main focus is collaborating with the creative teams to make sure the stories and art are consistent and compelling, while also trying to develop new talent we want to help get to the next level."

ASSOCIATE EDITORS split their time between editing books of their own and assisting the editor and group editor on their titles. "I'm the lead editor on SUPERGIRL and [THE CURSE OF] BRIMSTONE," says associate editor Jessica Chen. "And I also assist on SUPERMAN, ACTION COMICS and THE GREEN LANTERN, which means I make sure work is reported in by the creative teams and vouchers are sent out, while also working with the editors of those books on the creative end."

ASSISTANT EDITORS don't solo edit any titles, but they assist on up to 10 books a month. "Outside the administrative work of sending contracts to talent for our projects and reporting their work in for payment, I take a first pass at scripts and art layouts before the editor on that title," says assistant editor Andrea Shea. "I go over them with the editor, combine our final notes and then message those to the talent. Being an assistant at DC is a lot of on-the-job learning as well as putting out fires before the editor smells smoke." ■


BATMAN'S NEW PARTNER:
THE PENGUIN!
BATMAN
#60-62
JANÍN 2018

TOM KING
MIKEL JANÍN

DC
DCCOMICS.COM

ON SALE DECEMBER 5!
TWICE MONTHLY

BREAKING DOWN A PAGE

Joshua Williamson, Rafa Sandoval, Jordi Tarragona and Tomeu Morey take us inside their creative process of a page from THE FLASH #58!

① **PAGE TWO & THREE–two page spread**

THE FLASH!

The Flash races down a cobblestone street!

He SMILES as he runs. Remember that the Flash always smiles.

Flash races from left to right on the page. Doesn't have to be a profile or anything like that but we want the reader's eye to flow to the right side of the page into the page turn.

Rafa, here is your opening image of the Flash. The first one, man! This is the one that will blow people away and make them want to make posters out of it. Since this is your first Flash issue, of course I'm going to let you have a big two-page spread to show off right out of the gate! ENJOY!

In the background, we can see the people of Badhnisia. It's a bright, beautiful sunny day.

It's a crowded street fair with tourists and citizens who walk and shop down the street.

The Flash BLASTS past them. Hair whips into the air. Dresses fly up. Hats fly off, all caught in the wind generated by the Flash.

Since it's a street fair let's fill that background with colorful items, BUT make sure the Flash is the star as he races down the street.

The street is cobblestone. Old cobblestone that was laid down hundreds of years ago. Tiny bits of rock and dirt skip up because of how fast the Flash is going.

Since we're in a new location let's make sure we fill that background with enough to make sure the reader knows this is NOT Central City.

FLASH (CAPTION): My name is Barry Allen.

FLASH (CAPTION): And I NEED to be the Fastest Man Alive again. ■

1 JOSHUA WILLIAMSON on the SCRIPT:

I've been a big fan of Rafa, Jordi and Tomeu for a long time, and when the chance to work with them on THE FLASH came up, I jumped at it. And because I was already familiar with their work, I knew how well they could draw motion but that they also knew how to make everything EPIC. And this is what you want from all the artists you work with, they push me to think of the Flash in new ways. How to make the overall scale of the series bigger. So with this first two-page spread I wanted to give the team an awesome first image of the Flash. I even sent them some music to show what kind of music we'd hear in this scene. And when I saw the end result...they totally nailed it. It's everything I could have asked for and more.

2 RAFA SANDOVAL on the PENCILS:

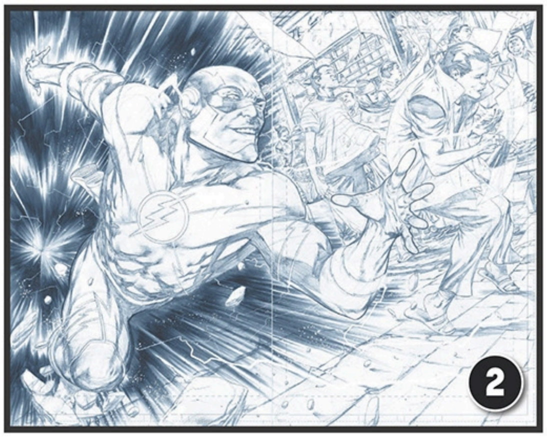
Drawing this double splash page was incredible. When coming up with the design and composition, I thought it would be cool if it looked like one of those highly detailed high-speed photos where you can clearly see a microsecond of Flash in action. I looked at a few examples of this type of picture for reference to help me compose the image and the final effect I wanted to achieve.

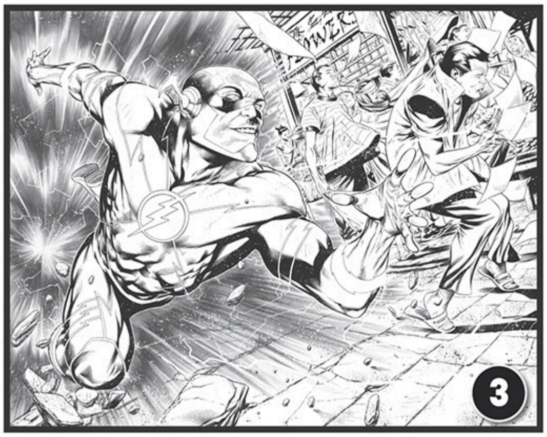
3 JORDI TARRAGONA on the INKS:

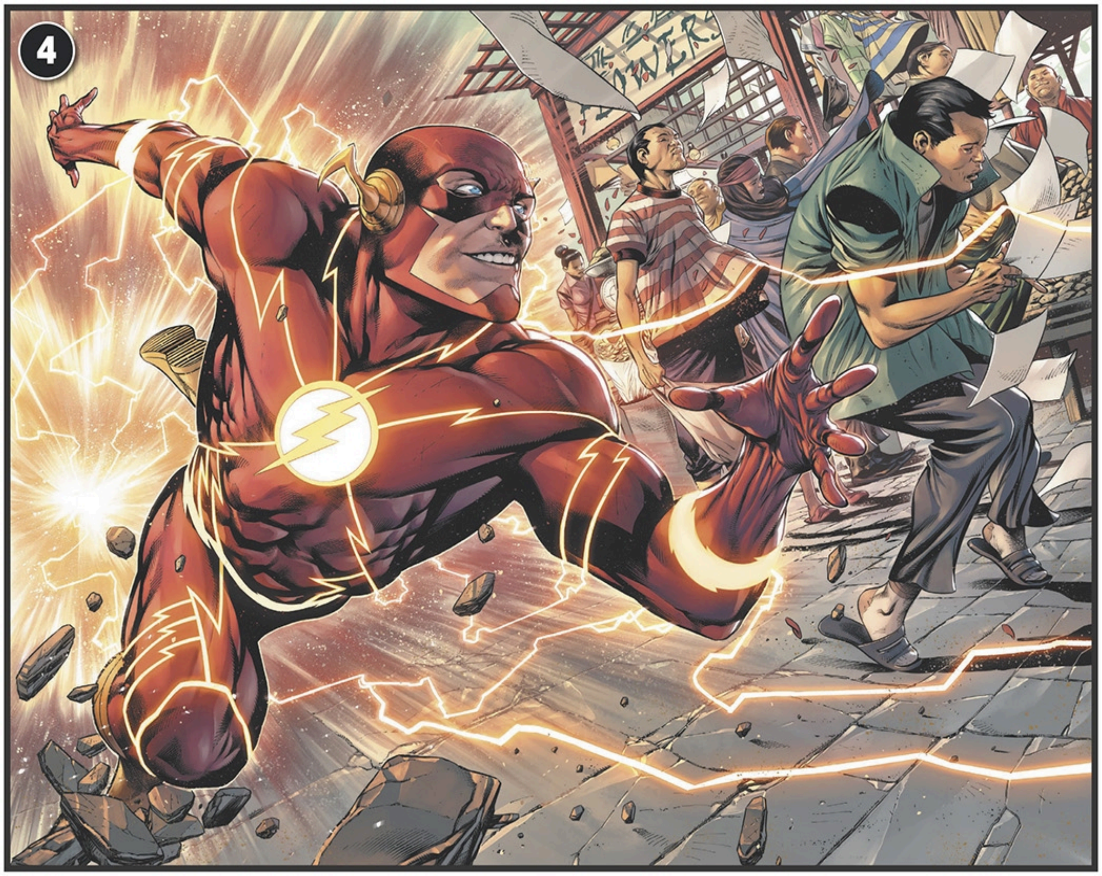
When I started working on this page, the first thing I had in mind was to separate the planes correctly. I did not want Flash to appear on the same plane as the background. It was also very important that the Flash didn't lose the dynamism that Rafa Sandoval had given him with his pencils. If you're not careful, inks can toughen and remove the plasticity in the drawing. I really enjoyed inking this page, and when I finished it I could see it as if the Flash was running at me with all his power!

4 TOMEU MOREY on COLORS:

You get pages sometimes where you're a little hesitant with where to start, but when I saw these pages I knew it immediately. I wanted the first colors that we saw to be red, white and yellow. He is the Flash. I used pure white in the logo of the Flash to be the main focus of the page, and from there, I add the reds (the Flash, the stripes on the shirt, the turban) and the whites and yellows (the rays, the papers, the sky) to direct the reader through the pages in that diagonal movement. I couldn't ask for a better team.


2


3


4

DC NATION WHO'S WHO

THE BATMAN WHO LAUGHS

A Batman who laughs is a Batman who always wins in Scott Snyder and Jock's chilling METAL spin-off series

Behold, Batman's most fearsome enemy of all: himself.

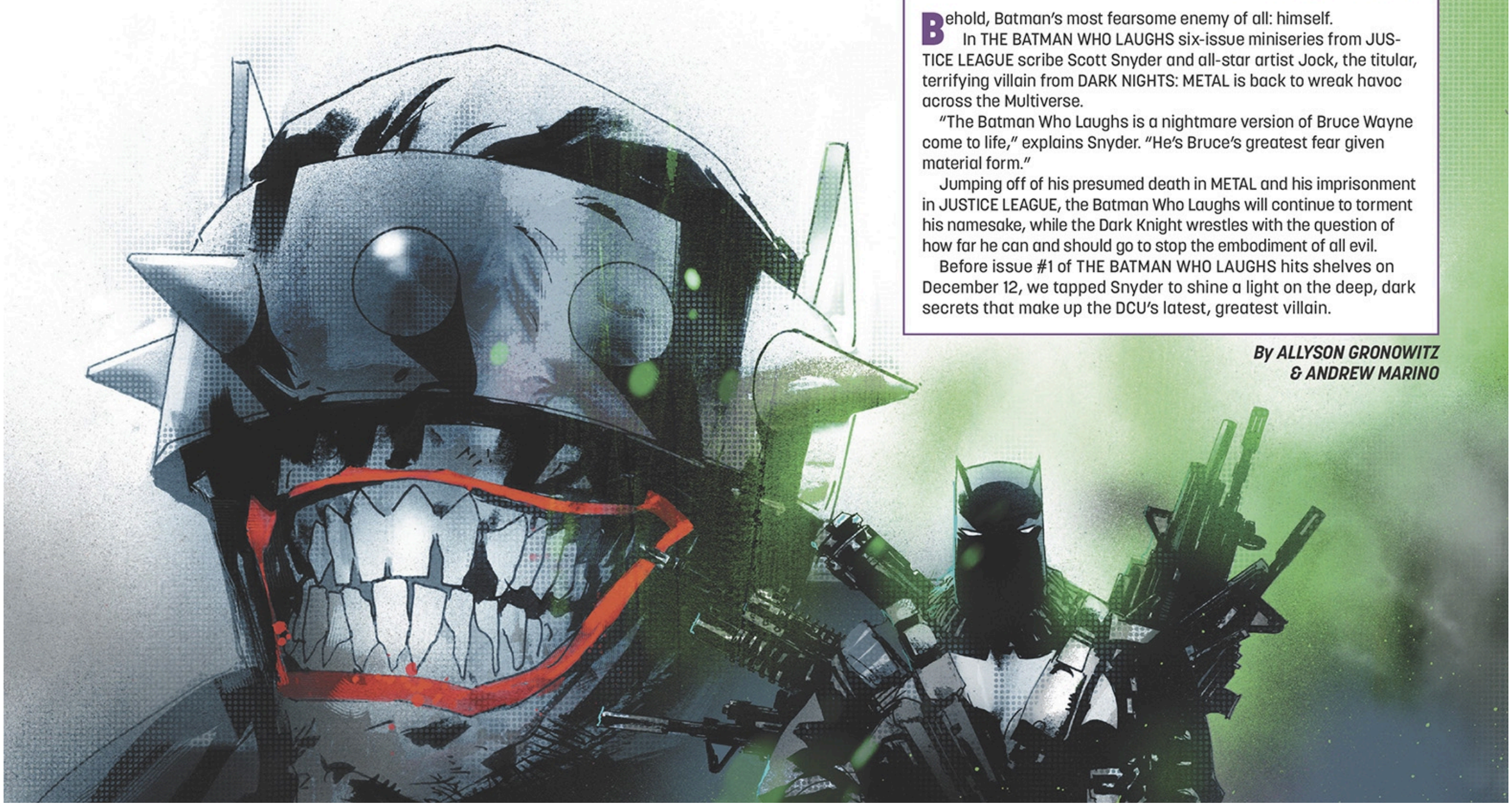
In THE BATMAN WHO LAUGHS six-issue miniseries from JUSTICE LEAGUE scribe Scott Snyder and all-star artist Jock, the titular, terrifying villain from DARK NIGHTS: METAL is back to wreak havoc across the Multiverse.

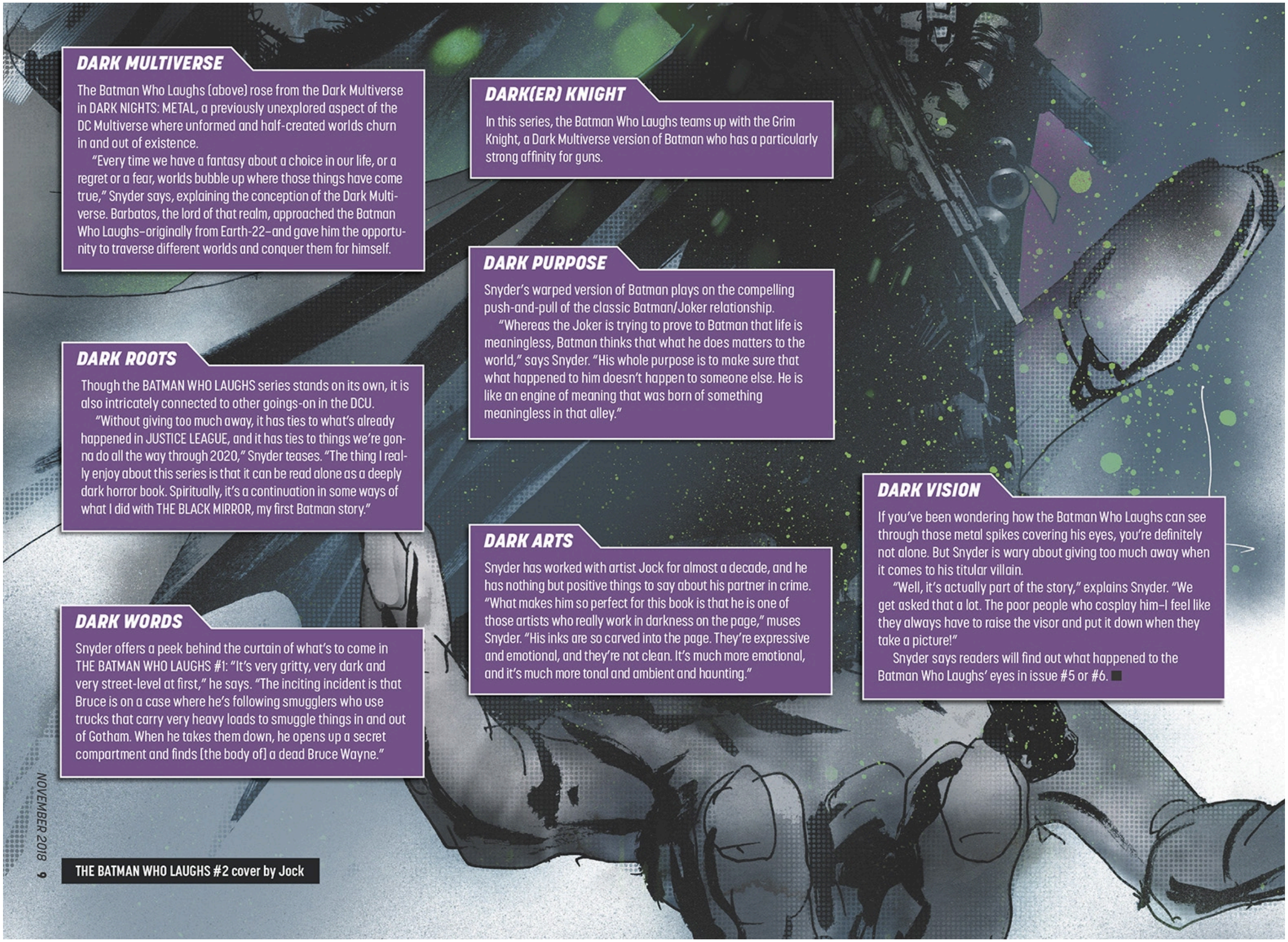
"The Batman Who Laughs is a nightmare version of Bruce Wayne come to life," explains Snyder. "He's Bruce's greatest fear given material form."

Jumping off of his presumed death in METAL and his imprisonment in JUSTICE LEAGUE, the Batman Who Laughs will continue to torment his namesake, while the Dark Knight wrestles with the question of how far he can and should go to stop the embodiment of all evil.

Before issue #1 of THE BATMAN WHO LAUGHS hits shelves on December 12, we tapped Snyder to shine a light on the deep, dark secrets that make up the DCU's latest, greatest villain.

By ALLYSON GRONOWITZ
& ANDREW MARINO





THE BATMAN WHO LAUGHS #2 cover by Jock

DARK MULTIVERSE

The Batman Who Laughs (above) rose from the Dark Multiverse in DARK NIGHTS: METAL, a previously unexplored aspect of the DC Multiverse where unformed and half-created worlds churn in and out of existence.

"Every time we have a fantasy about a choice in our life, or a regret or a fear, worlds bubble up where those things have come true," Snyder says, explaining the conception of the Dark Multiverse. Barbatos, the lord of that realm, approached the Batman Who Laughs–originally from Earth-22–and gave him the opportunity to traverse different worlds and conquer them for himself.

DARK ROOTS

Though the BATMAN WHO LAUGHS series stands on its own, it is also intricately connected to other goings-on in the DCU.

"Without giving too much away, it has ties to what's already happened in JUSTICE LEAGUE, and it has ties to things we're gonna do all the way through 2020," Snyder teases. "The thing I really enjoy about this series is that it can be read alone as a deeply dark horror book. Spiritually, it's a continuation in some ways of what I did with THE BLACK MIRROR, my first Batman story."

DARK WORDS

Snyder offers a peek behind the curtain of what's to come in THE BATMAN WHO LAUGHS #1: "It's very gritty, very dark and very street-level at first," he says. "The inciting incident is that Bruce is on a case where he's following smugglers who use trucks that carry very heavy loads to smuggle things in and out of Gotham. When he takes them down, he opens up a secret compartment and finds [the body of] a dead Bruce Wayne."

DARK(ER) KNIGHT

In this series, the Batman Who Laughs teams up with the Grim Knight, a Dark Multiverse version of Batman who has a particularly strong affinity for guns.

DARK PURPOSE

Snyder's warped version of Batman plays on the compelling push-and-pull of the classic Batman/Joker relationship.

"Whereas the Joker is trying to prove to Batman that life is meaningless, Batman thinks that what he does matters to the world," says Snyder. "His whole purpose is to make sure that what happened to him doesn't happen to someone else. He is like an engine of meaning that was born of something meaningless in that alley."

DARK ARTS

Snyder has worked with artist Jock for almost a decade, and he has nothing but positive things to say about his partner in crime. "What makes him so perfect for this book is that he is one of those artists who really work in darkness on the page," muses Snyder. "His inks are so carved into the page. They're expressive and emotional, and they're not clean. It's much more emotional, and it's much more tonal and ambient and haunting."

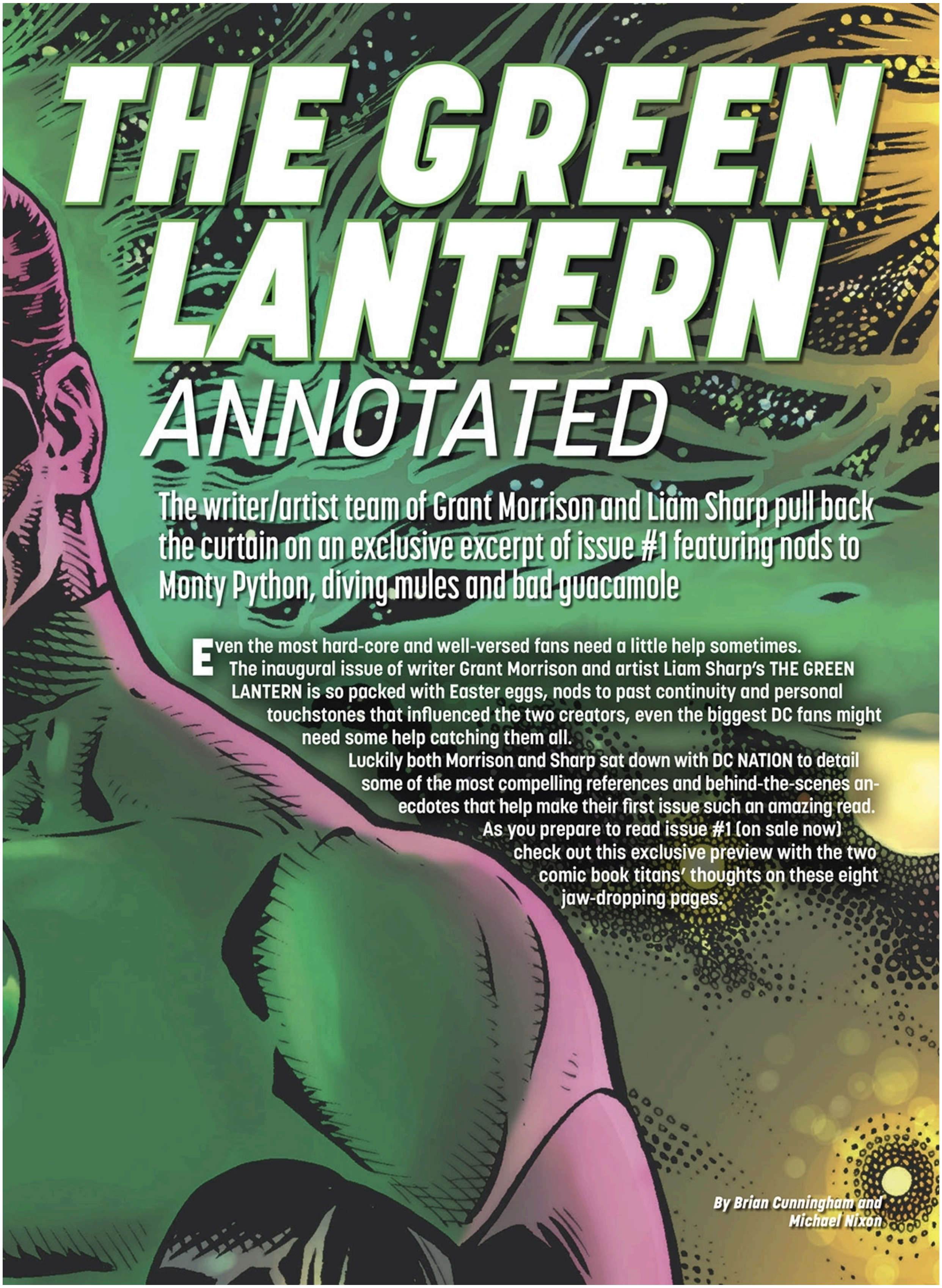
DARK VISION

If you've been wondering how the Batman Who Laughs can see through those metal spikes covering his eyes, you're definitely not alone. But Snyder is wary about giving too much away when it comes to his titular villain.

"Well, it's actually part of the story," explains Snyder. "We get asked that a lot. The poor people who cosplay him–I feel like they always have to raise the visor and put it down when they take a picture!"

Snyder says readers will find out what happened to the Batman Who Laughs' eyes in issue #5 or #6. ■

DC NATION PRESENTS:



THE GREEN LANTERN

ANNOTATED

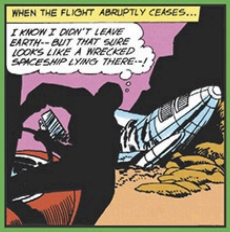
The writer/artist team of Grant Morrison and Liam Sharp pull back the curtain on an exclusive excerpt of issue #1 featuring nods to Monty Python, diving mules and bad guacamole

Even the most hard-core and well-versed fans need a little help sometimes. The inaugural issue of writer Grant Morrison and artist Liam Sharp's THE GREEN LANTERN is so packed with Easter eggs, nods to past continuity and personal touchstones that influenced the two creators, even the biggest DC fans might need some help catching them all.

Luckily both Morrison and Sharp sat down with DC NATION to detail some of the most compelling references and behind-the-scenes anecdotes that help make their first issue such an amazing read. As you prepare to read issue #1 (on sale now) check out this exclusive preview with the two comic book titans' thoughts on these eight jaw-dropping pages.

By Brian Cunningham and Michael Nixon

① SCRIPT SECRETS


WHEN THE FLIGHT ABRUPTLY CEASES...
I KNOW I DIDN'T LEAVE EARTH--BUT THAT SURE LOOKS LIKE A WRECKED SPACESHIP LYING THERE--!

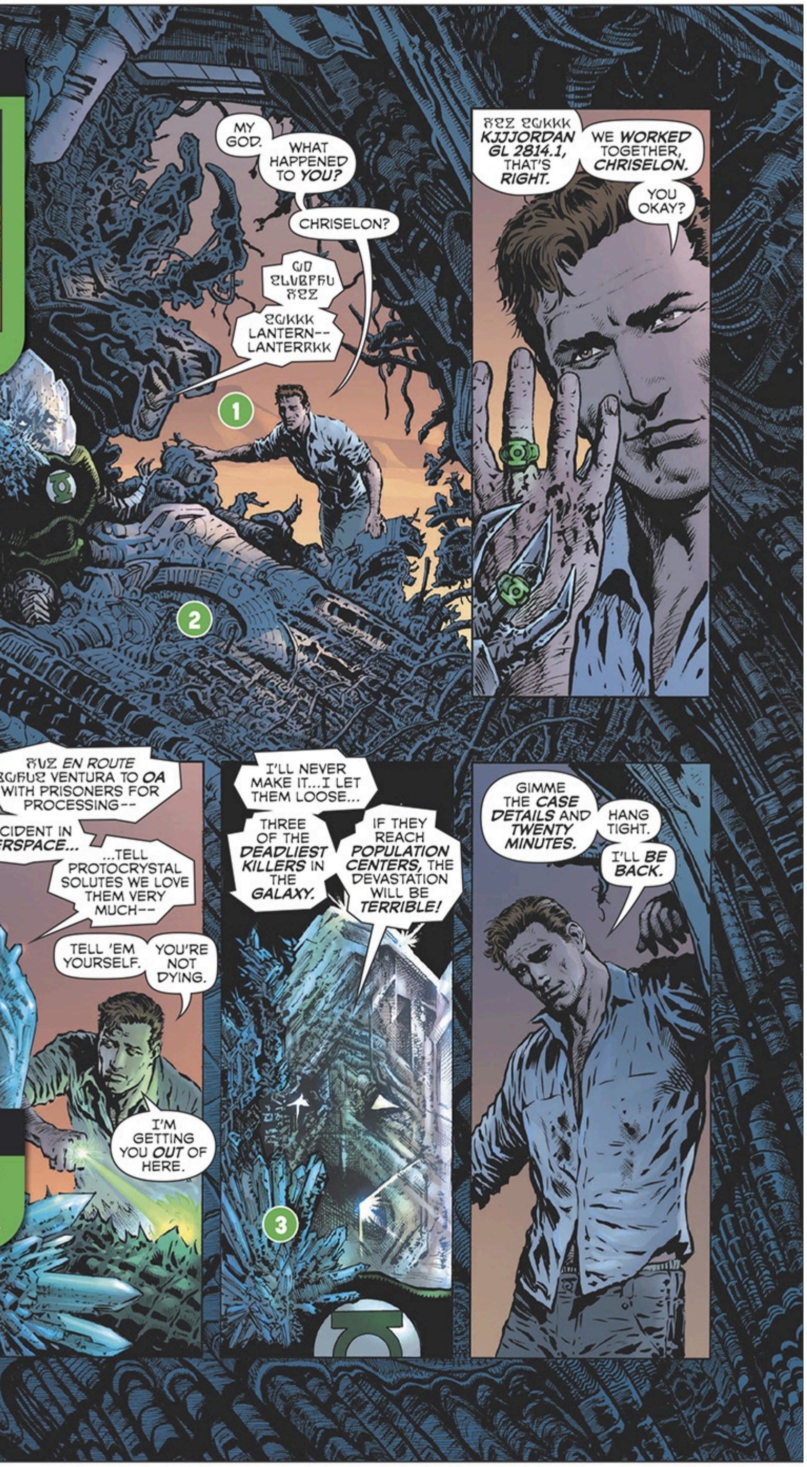
"Here we have a callback to the origin of Green Lantern," says Morrison, "with Hal Jordan finding a GL 'meat wagon,' or prisoner transport ship, crashed in the desert."

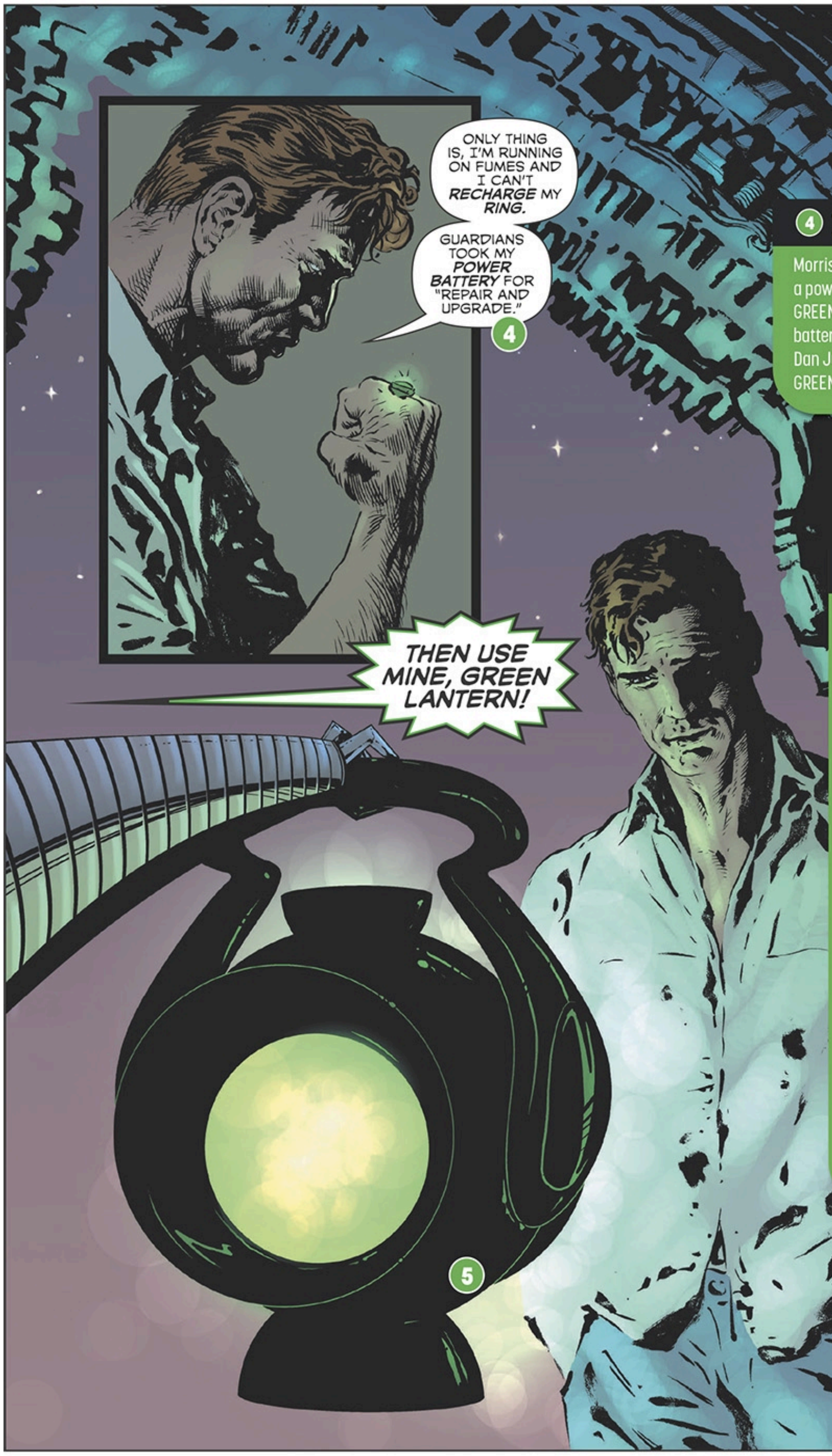
② DEAL OF THE ART

If you're thinking the tech evokes the work of artist H.R. Giger, best known for his design work on the film *Alien*, you wouldn't be wrong. "I think I've been inspired by Giger for a very long time, and often channel aspects of that aesthetic for alien machinery," Sharp says. "You can see it on page 30, too, and in the architecture of the buildings on Ventura, and the design of some of the other orbiting ships."

③ DEAL OF THE ART

"In panel 4, I liked the notion that a damaged crystal being would suffer eruptions of crystal growth as his body tried to mend itself," Sharp says.


MY GOD.
WHAT HAPPENED TO YOU?
CHRISELON?
LANTERN-- LANTERRKK
KJJORDAN GL 2814.1, THAT'S RIGHT.
WE WORKED TOGETHER, CHRISELON.
YOU OKAY?
①
②
EN ROUTE VENTURA TO OA WITH PRISONERS FOR PROCESSING--
ACCIDENT IN OVERSPACE...
...TELL PROTOCRYSTAL SOLUTES WE LOVE THEM VERY MUCH--
TELL 'EM YOURSELF.
YOU'RE NOT DYING.
I'M GETTING YOU OUT OF HERE.
I'LL NEVER MAKE IT...I LET THEM LOOSE...
THREE OF THE DEADLIEST KILLERS IN THE GALAXY.
IF THEY REACH POPULATION CENTERS, THE DEVASTATION WILL BE TERRIBLE!
③
GIMME THE CASE DETAILS AND TWENTY MINUTES.
HANG TIGHT.
I'LL BE BACK.

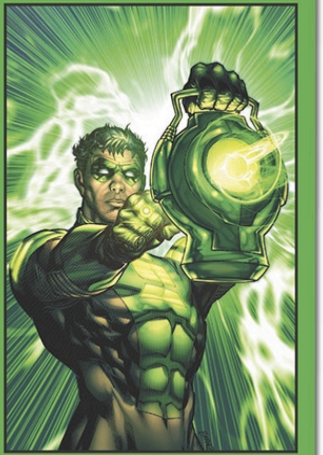

ONLY THING IS, I'M RUNNING ON FUMES AND I CAN'T *RECHARGE* MY *RING.*
GUARDIANS TOOK MY *POWER BATTERY* FOR "REPAIR AND UPGRADE."
4
THEN USE MINE, GREEN LANTERN!
5

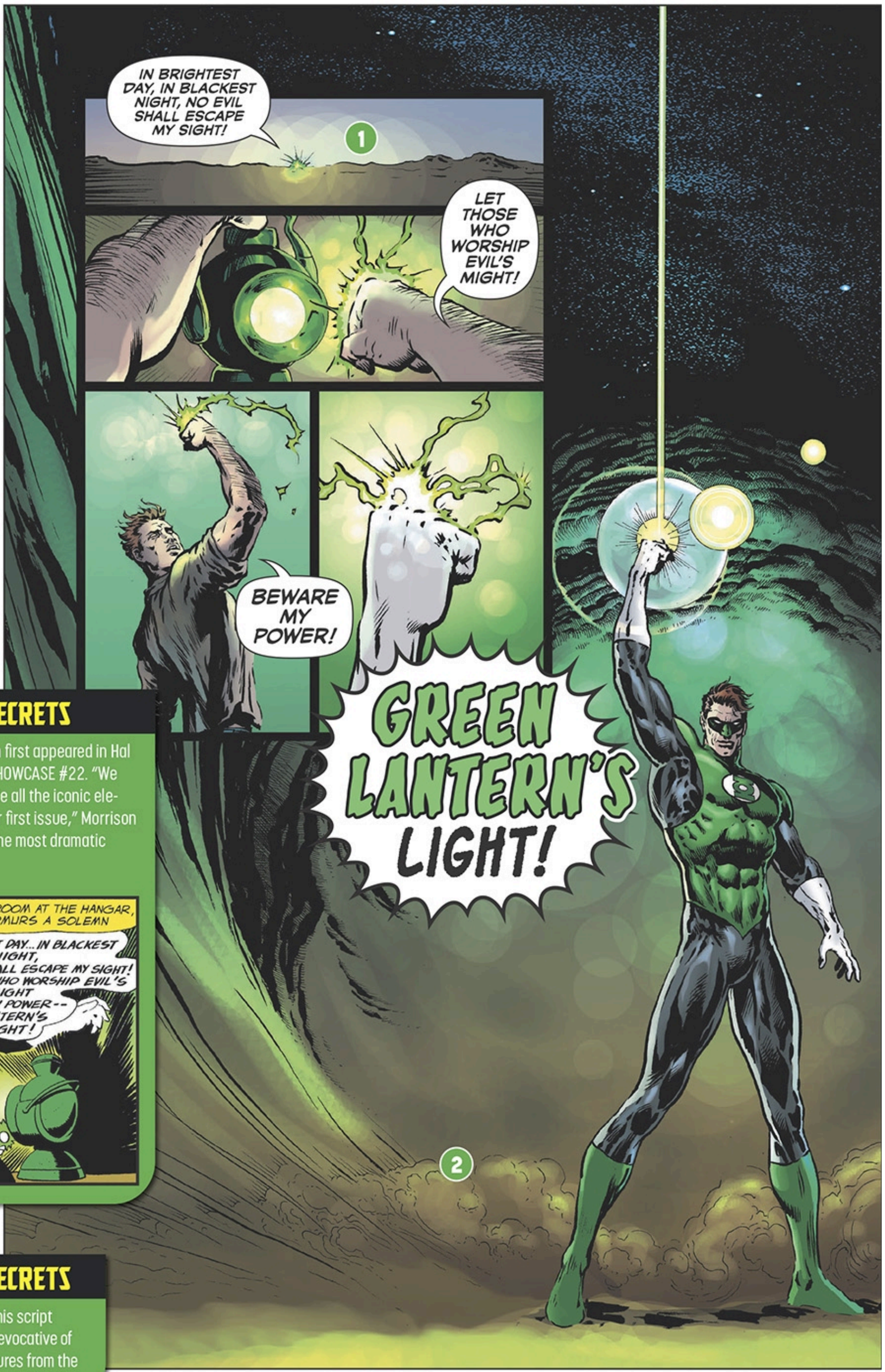
④ SCRIPT SECRETS

Morrison requested that Hal be without a power battery prior to the launch of THE GREEN LANTERN. "The Guardians took Jordan's battery for repair and upgrade after the events of Dan Jurgens and Mike Perkins' recent storyline in GREEN LANTERNS #50-57 [2018]."

⑤ DEAL OF THE ART

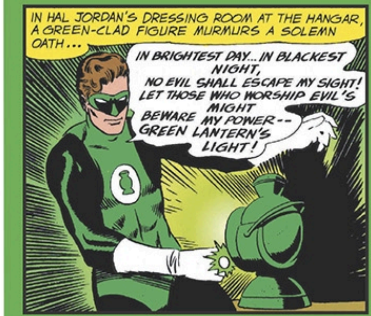
Sharp based his power battery design on Kyle Rayner's unique lantern look. "I also looked at the Neal Adams [drawing of the] battery from the classic GREEN LANTERN/GREEN ARROW run," Sharp says.




IN BRIGHTEST DAY, IN BLACKEST NIGHT, NO EVIL SHALL ESCAPE MY SIGHT!
1
LET THOSE WHO WORSHIP EVIL'S MIGHT!
BEWARE MY POWER!
GREEN LANTERN'S LIGHT!
2

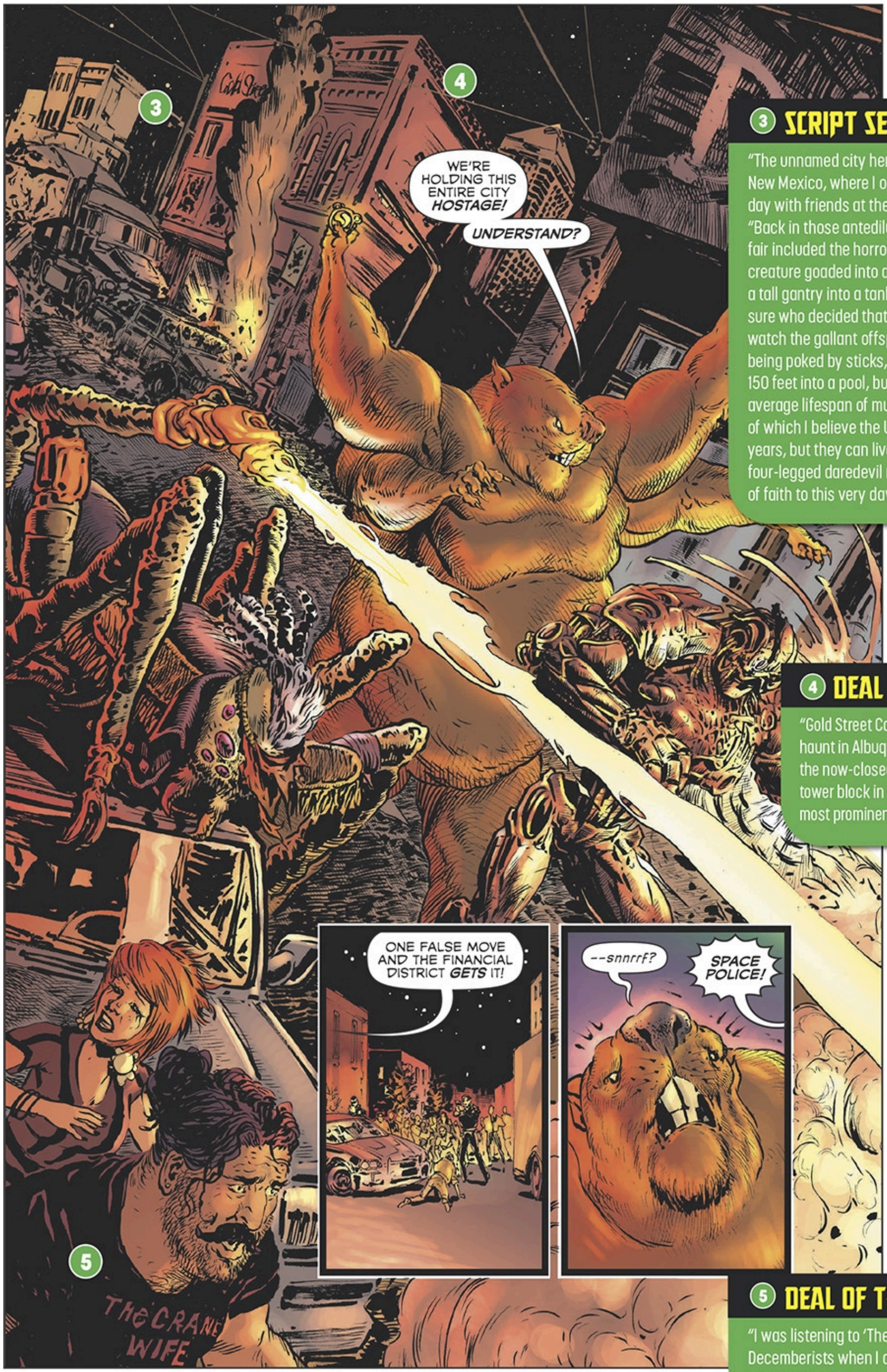
① SCRIPT SECRETS

The Green Lantern oath first appeared in Hal Jordan's debut comic, SHOWCASE #22. "We felt it was important to include all the iconic elements of the GL mythos in our first issue," Morrison says, "and this seemed like the most dramatic moment for this one."


IN HAL JORDAN'S DRESSING ROOM AT THE HANGAR, A GREEN-CLAD FIGURE MURMURS A SOLEMN OATH...
IN BRIGHTEST DAY...IN BLACKEST NIGHT, NO EVIL SHALL ESCAPE MY SIGHT! LET THOSE WHO WORSHIP EVIL'S MIGHT BEWARE MY POWER-- GREEN LANTERN'S LIGHT!

② SCRIPT SECRETS

Morrison suggested in his script that the imagery here be evocative of Alamogordo desert bomb pictures from the '40s and '50s.


3
4
WE'RE HOLDING THIS ENTIRE CITY *HOSTAGE!*
UNDERSTAND?
ONE FALSE MOVE AND THE FINANCIAL DISTRICT *GETS* IT!
--snnrrf?
SPACE POLICE!
5
The CRANE WIFE

③ SCRIPT SECRETS

"The unnamed city here is Albuquerque, New Mexico, where I once spent a bewildered day with friends at the state fair," Morrison muses. "Back in those antediluvian days of the '90s, the fair included the horror of 'The Diving Mule'–a poor creature goaded into death-defying plunges from a tall gantry into a tank of water below. Not quite sure who decided that it would be entertaining to watch the gallant offspring of a horse and donkey being poked by sticks, before plunging, wild-eyed, 150 feet into a pool, but what do I know? The average lifespan of mules in developed countries, of which I believe the USA is one, is apparently 27 years, but they can live into their forties, so the four-legged daredevil might still be making leaps of faith to this very day."

④ DEAL OF THE ART

"Gold Street Caffe was a well-known haunt in Albuquerque," says Sharp of the now-closed establishment. "Also, the tower block in the background is one of the most prominent buildings in the city."

⑤ DEAL OF THE ART

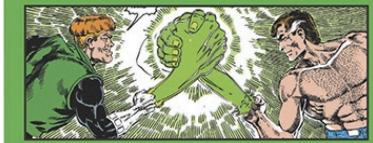
"I was listening to 'The Crane Wife' by the Decemberists when I drew this page," Sharp recalls. "An excellent album by an excellent band."

① SCRIPT SECRETS

"Jordan's first appearance as Green Lantern is deliberately understated," Morrison says. "He doesn't swoop in with guns blazing, he simply appears and uses his will-powered ring to save civilians and take down the bad guys.

"This is a man who's been doing his job for a long time. He doesn't waste energy on perps he knows are pushovers. And we wanted to have the first construct he makes in our run to be that classic Hal Jordan standby: a giant green hand!

"We decided that Jordan's plasma constructs would be very basic physical items to get the job done–giant hands, hammers, nails, and here, a 16-ton weight."

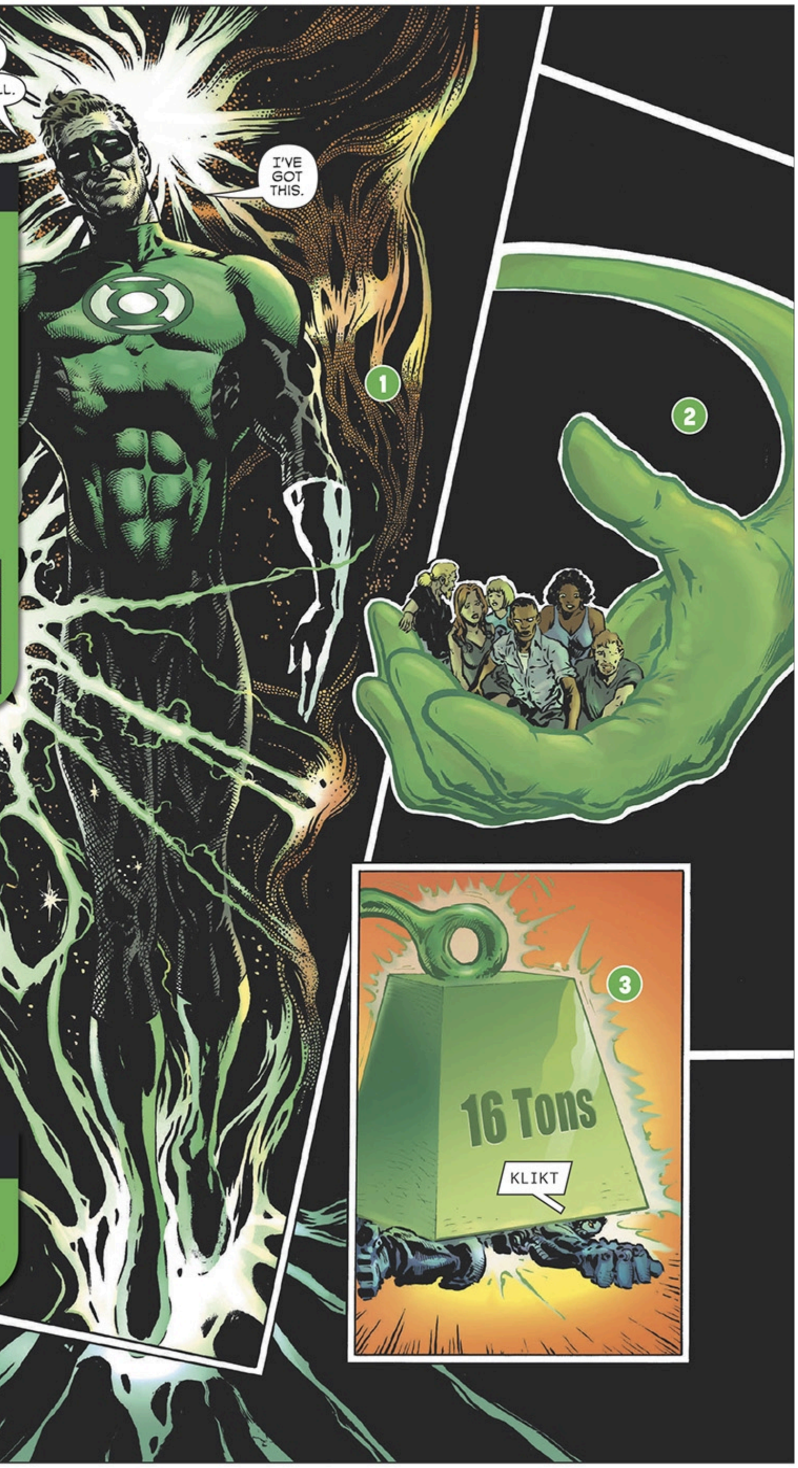


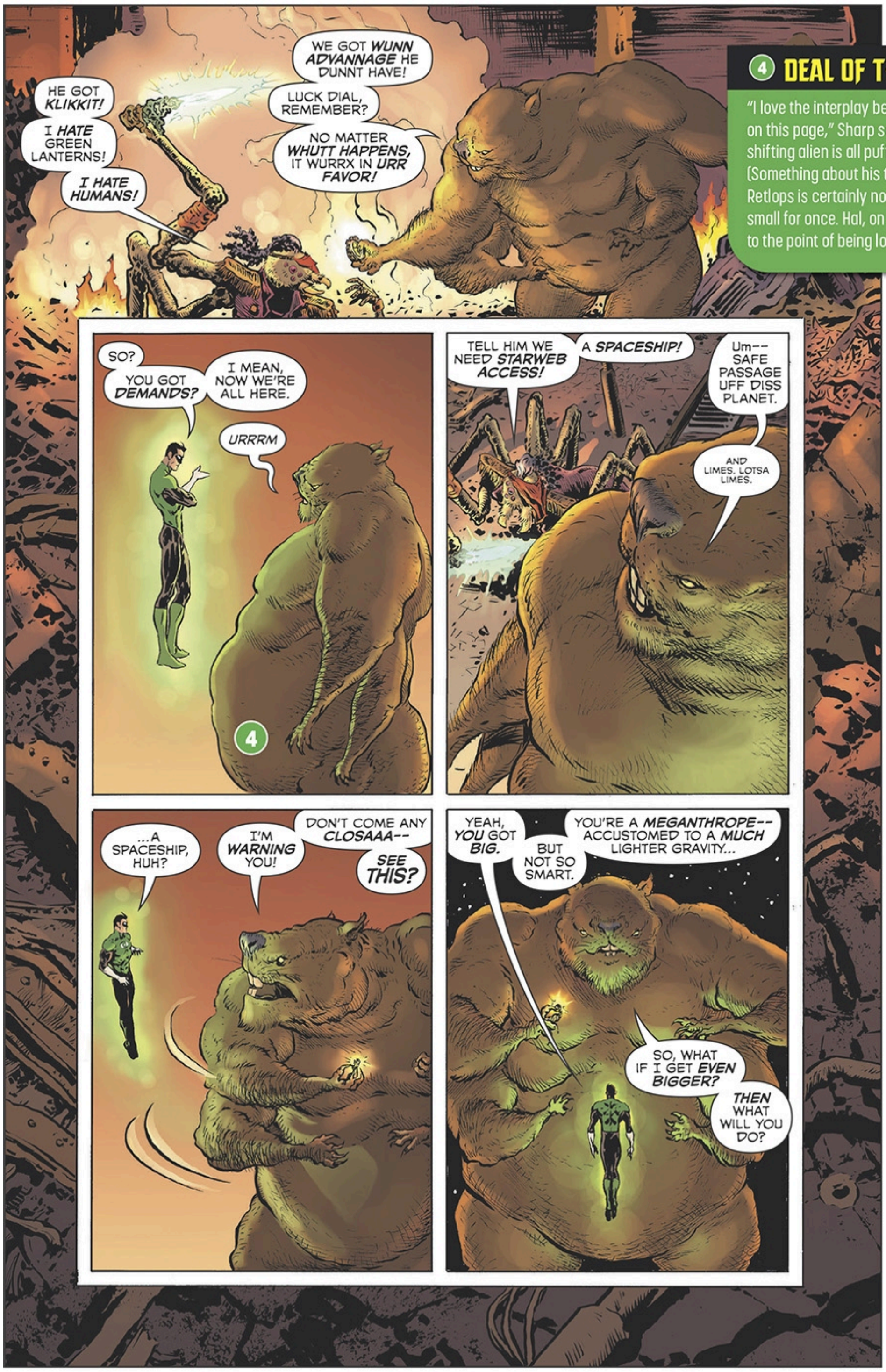
② DEAL OF THE ART

"I really wanted this arrival by Hal to be memorable–cosmic and electric," Sharp says. "It was fun to draw the trademark giant hand."

③ DEAL OF THE ART

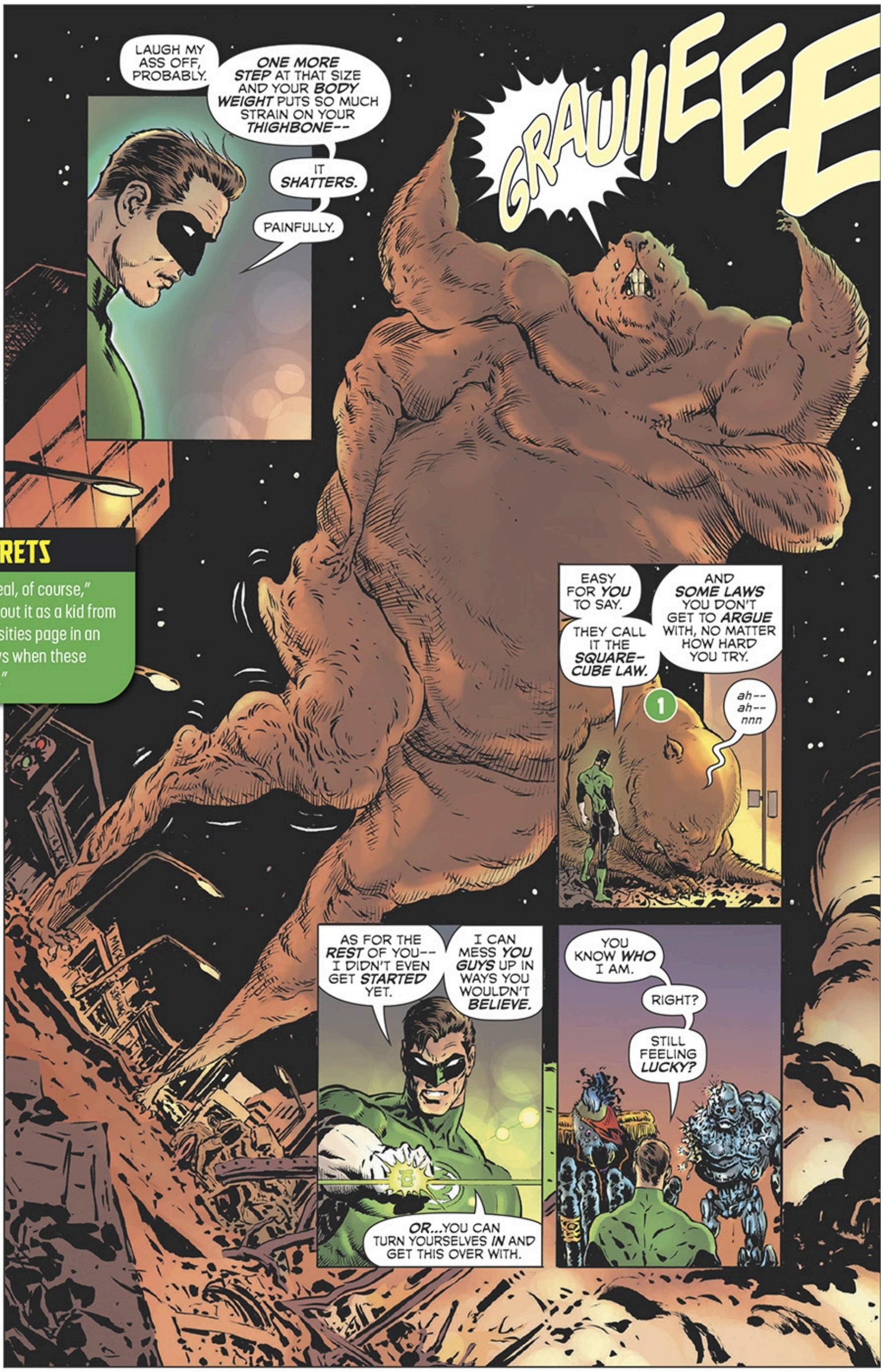
"The 16-ton weight was my absurdist nod to Monty Python, and the arbitrary weight that would inevitably drop on a joke that didn't know how to end," Sharp says.




HE GOT KLIKKIT!
I HATE GREEN LANTERNS!
I HATE HUMANS!
WE GOT WUNN ADVANNAGE HE DUNNT HAVE!
LUCK DIAL, REMEMBER?
NO MATTER WHUTT HAPPENS, IT WURRX IN URR FAVOR!
SO? YOU GOT DEMANDS?
I MEAN, NOW WE'RE ALL HERE.
URRRM
4
TELL HIM WE NEED STARWEB ACCESS!
A SPACESHIP!
Um-- SAFE PASSAGE UFF DISS PLANET.
AND LIMES. LOTSA LIMES.
...A SPACESHIP, HUH?
I'M WARNING YOU!
DON'T COME ANY CLOSAAA-- SEE THIS?
YEAH, YOU GOT BIG.
BUT NOT SO SMART.
YOU'RE A MEGANTHROPE-- ACCUSTOMED TO A MUCH LIGHTER GRAVITY...
SO, WHAT IF I GET EVEN BIGGER?
THEN WHAT WILL YOU DO?

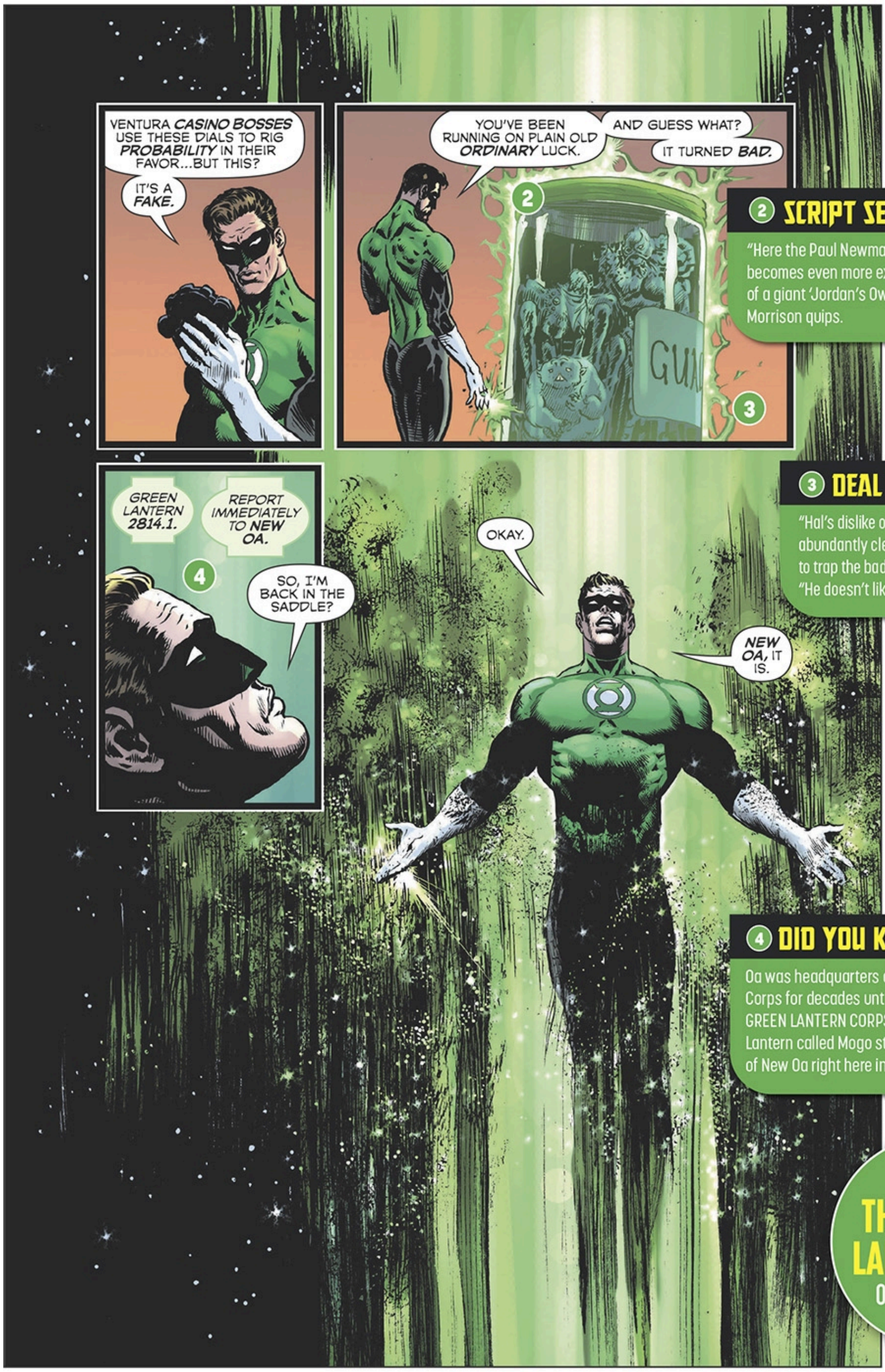
④ DEAL OF THE ART

"I love the interplay between the characters on this page," Sharp says. "The size-shifting alien is all puffed-up and sure of himself! (Something about his tiny hands amuses me...) Retlops is certainly not sure of herself, and looks small for once. Hal, on the other hand, is confident to the point of being louche!"


LAUGH MY ASS OFF, PROBABLY.
ONE MORE STEP AT THAT SIZE AND YOUR BODY WEIGHT PUTS SO MUCH STRAIN ON YOUR THIGHBONE--
IT SHATTERS.
PAINFULLY.
GRAUIIEEE
EASY FOR YOU TO SAY.
THEY CALL IT THE SQUARE-CUBE LAW.
AND SOME LAWS YOU DON'T GET TO ARGUE WITH, NO MATTER HOW HARD YOU TRY.
①
ah-- ah-- nnn
AS FOR THE REST OF YOU-- I DIDN'T EVEN GET STARTED YET.
I CAN MESS YOU GUYS UP IN WAYS YOU WOULDN'T BELIEVE.
OR...YOU CAN TURN YOURSELVES IN AND GET THIS OVER WITH.
YOU KNOW WHO I AM.
RIGHT?
STILL FEELING LUCKY?

① SCRIPT SECRETS

"The square-cube law is real, of course," Morrison says. "I learned about it as a kid from the 'Flash Facts' scientific-curiosities page in an old FLASH comic, back in the days when these things could be educational, too."


VENTURA *CASINO BOSSES* USE THESE DIALS TO RIG *PROBABILITY* IN THEIR FAVOR...BUT THIS?
IT'S A *FAKE.*
YOU'VE BEEN RUNNING ON PLAIN OLD *ORDINARY* LUCK.
AND GUESS WHAT?
IT TURNED *BAD.*
2
GUM
3
GREEN LANTERN 2814.1.
REPORT IMMEDIATELY TO *NEW OA.*
4
SO, I'M BACK IN THE SADDLE?
OKAY.
NEW OA, IT IS.

② SCRIPT SECRETS

"Here the Paul Newman connection becomes even more explicit with this creation of a giant 'Jordan's Own' jar of guacamole!" Morrison quips.

③ DEAL OF THE ART

"Hal's dislike of guacamole is made abundantly clear in his choice of vessel to trap the bad guys here," laughs Sharp. "He doesn't like the green stuff!"

④ DID YOU KNOW?

Oa was headquarters of the Green Lantern Corps for decades until it was destroyed in GREEN LANTERN CORPS #24 (2013). The planetoid Lantern called Mogo stood in as HQ until the debut of New Oa right here in this very comic.

PICK UP
THE GREEN LANTERN #1
ON SALE NOW!

THE DC NATION PROFILE:
G. WILLOW WILSON

Art by Terry Dodson & Rachel Dodson

The new WONDER WOMAN writer travels an unconventional path to comic book stardom

By BEN MORSE

G. Willow Wilson's pilgrimage of success brings to mind an epic odyssey worthy of Wonder Woman's own mythical origins.

The journey began in Wilson's late teens with a religious awakening and a trip to Cairo, Egypt, in 2003. "I started learning Arabic and moved to Egypt after college so I could study Islam in a Muslim country," Wilson shares. "Egypt, at the time, was undergoing the very first rumblings of what would become the Arab Spring. So I was there and writing at a time when the political landscape was changing very rapidly."

Even before this transformative adventure, Wilson fancied herself an explorer, seeing storytelling as a way to gain a greater understanding of the world around her. It was her passion for storytelling—specifically, history—that carried her to Cairo and kicked off her roundabout path to a career in comic books.

"Willow is a great example of how the best writing comes from living a full life," contends Joan Hilty, Wilson's editor on her 2007 graphic novel, CAIRO.

Longtime collaborator (and upcoming AQUAMAN scribe) Kelly Sue DeConnick agrees. "There's an elegance to Willow that she will certainly deny, but it's so evident," posits DeConnick. "Willow is comfortable in her own skin, and there's something wonderfully contagious about that."

Growing up in Morris County, New Jersey, Wilson famously first encountered comic books in the fifth grade, when an X-Men pamphlet taught her about the perils of smoking. While this may have been her gateway into comics, a passion for writing had already taken hold, and it was fueled by her love of reading.

"I was omnivorous—I'd read pretty much any genre," she explains. "Slice of life, fantasy, sci-fi, superhero comics—I loved all of it. Writing was a way of living permanently in that storytelling space—it was never having to leave Metropolis, never having to leave Narnia."

Fast-forward to several years of learning her craft on her own and writing whenever an opportunity presented itself, whether that meant self-publishing fan fiction or reviewing aspiring DJ sets for the local alternative weekly newspaper. So how did this burgeoning reporter who logged time with institutions including *Atlantic Monthly* and the *New York Times* make her way from the Middle East back to American shores to rediscover comics?

"Keith Giffen sent her my way," reveals Hilty. Giffen, the celebrated writer/artist known for his runs on LEGION OF SUPER-HEROES and JUSTICE LEAGUE, saw in the aspiring creator a grasp of key skills he considered long-forgotten by her contemporaries.

"Keith popped up in my office doorway and said, 'This kid knows how to *plot*! Nobody knows how to plot anymore! You gotta talk to her!'" reflects Hilty. "Then he ran away. That is classic Giffen delivery, and classic Giffen good judgment."

CAIRO came out in 2007 from DC's Vertigo imprint with art by M.K. Perker. The story tracked six distinct characters–including a terrorist, a soldier, a drug dealer and a djinn–as they made their way through a city where the line between legend and reality could be blurred. The debut proved a hit for the rookie writer, and its accolades include being named one of the best graphic novels of the year by *Publishers Weekly*.

"She was a born pro," praises Hilty. "I still use the CAIRO proposal as a how-to for aspiring writers, and it's still one of the most impeccably structured, thrillingly cinematic scripts I've ever read."

Wilson worked steadily for a number of years: Launching her ongoing Vertigo hit AIR in 2008; writing a SUPERMAN fill-in; headlining the VIXEN: RETURN OF THE LION miniseries, and taking on THE OUTSIDERS. Then in 2014, while pregnant with her second child, Wilson received a call from Marvel Comics editor Sana Amanat who was looking for a creative partner in a groundbreaking endeavor: the creation of Ms. Marvel, a trailblazing Muslim American superheroine. The proposition exhilarated Wilson–but she almost said no.

"The idea of Muslims in comics was oxymoronic to most people at that moment in history," Wilson recalls. "And this would be a book with a Muslim main character, a Muslim editor and a Muslim writer! I honestly thought there was a non-zero chance we'd all get killed. But I couldn't say no."

When it comes to Wonder Woman–Wilson takes over the series with Cary Nord starting with issue #58 (on sale Nov. 14)–the writer anticipates another sort of gauntlet.

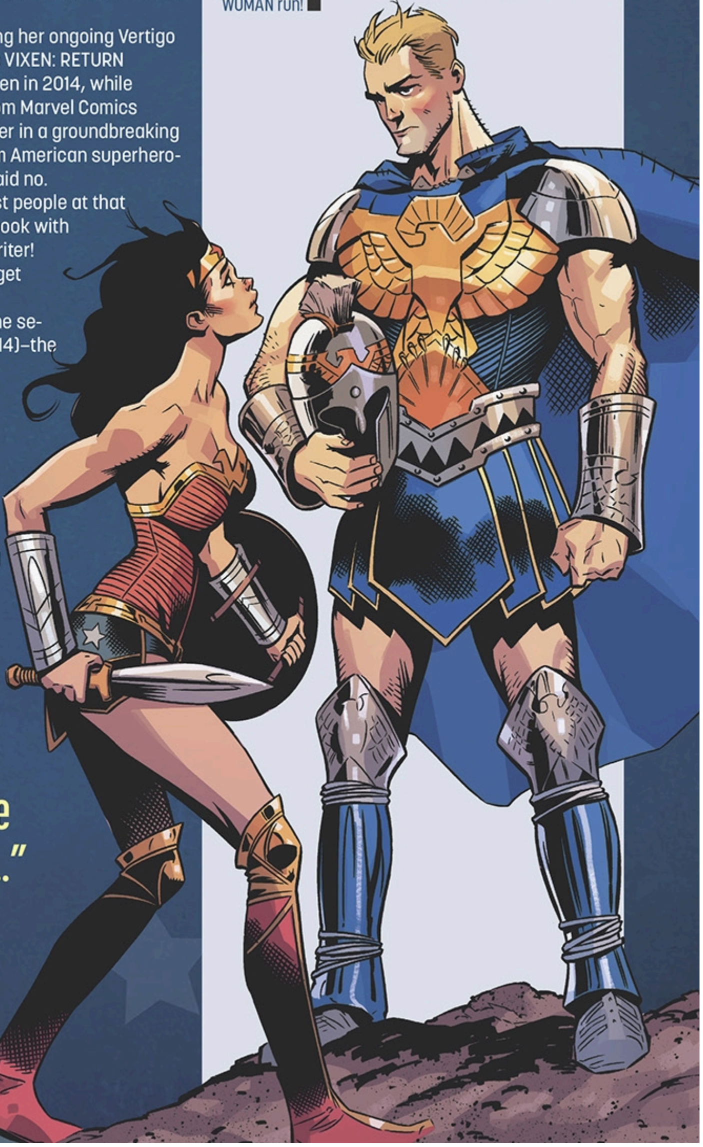
"It's a challenge to find something new to say about a character who has been around for 75 years, yet still be faithful to existing continuity," she explains. "I think that's why it's tempting to reinvent the wheel with each new relaunch: new origin, new backstory, the whole nine yards. That isn't what [artist] Cary [Nord] and I are doing–we're jumping straight into the existing timeline, which is much trickier to pull off in an interesting way." ■

> "It's a challenge to find something new to say about a character who has been around for 75 years, yet still be faithful to existing continuity…"
>
> –G. WILLOW WILSON

AMAZON PRIMED

You can jump into G. Willow Wilson's WONDER WOMAN even if you haven't been reading the series. But just in case you're curious…

After recently losing her long-lost twin brother and taking control of a mystical band of heroes in JUSTICE LEAGUE: DARK, Diana needs to contend with worldly and otherworldly threats staring in November's issue #58: Ares and several other notable figures from the pantheon of Greek gods return in unexpected ways, as does Diana's human but super-devious nemesis, Veronica Cale. Plus: the magical mayhem occurring in JUSTICE LEAGUE DARK causes ripple effects that will reverberate throughout G. Willow Wilson's WONDER WOMAN run! ■

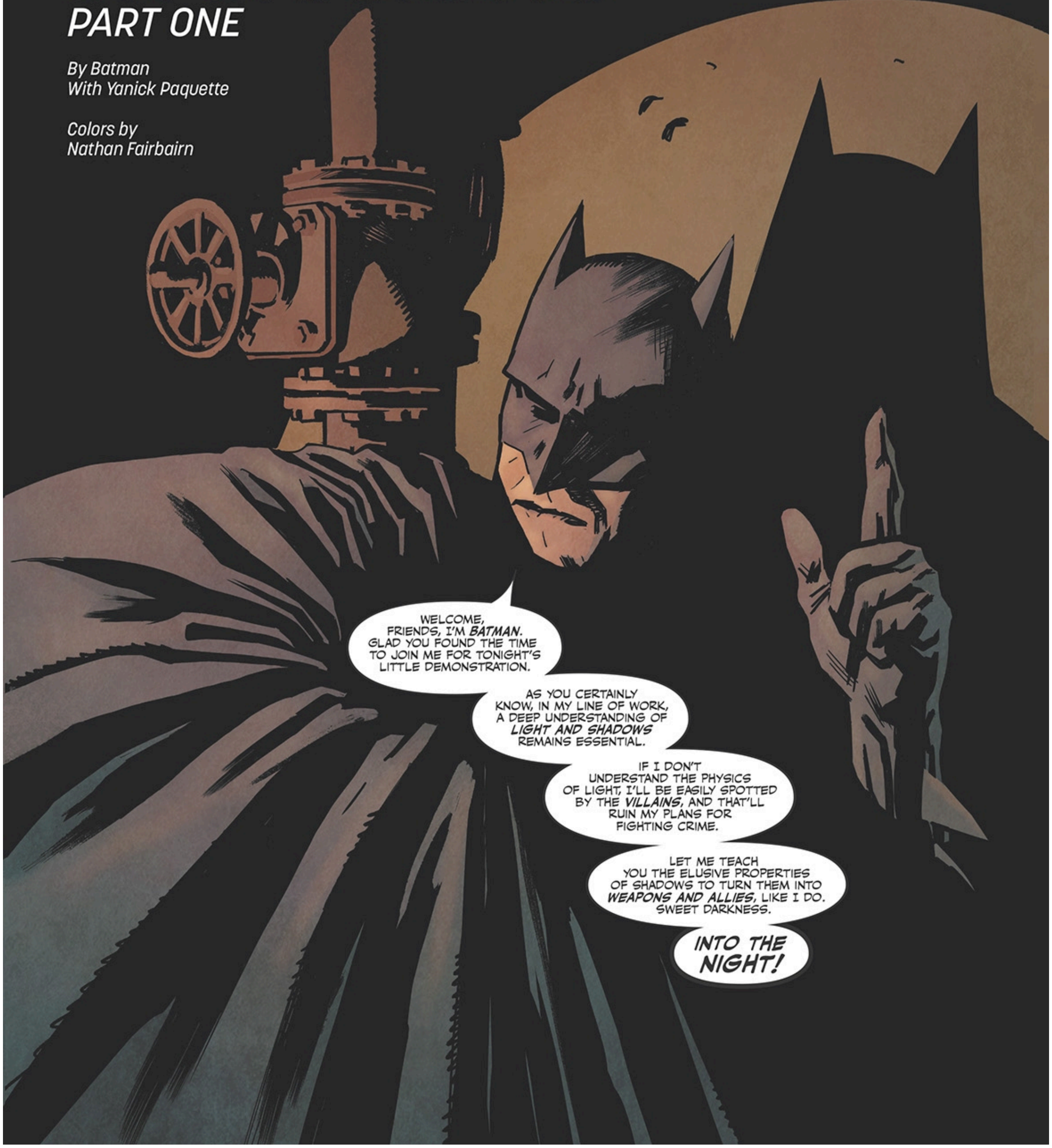


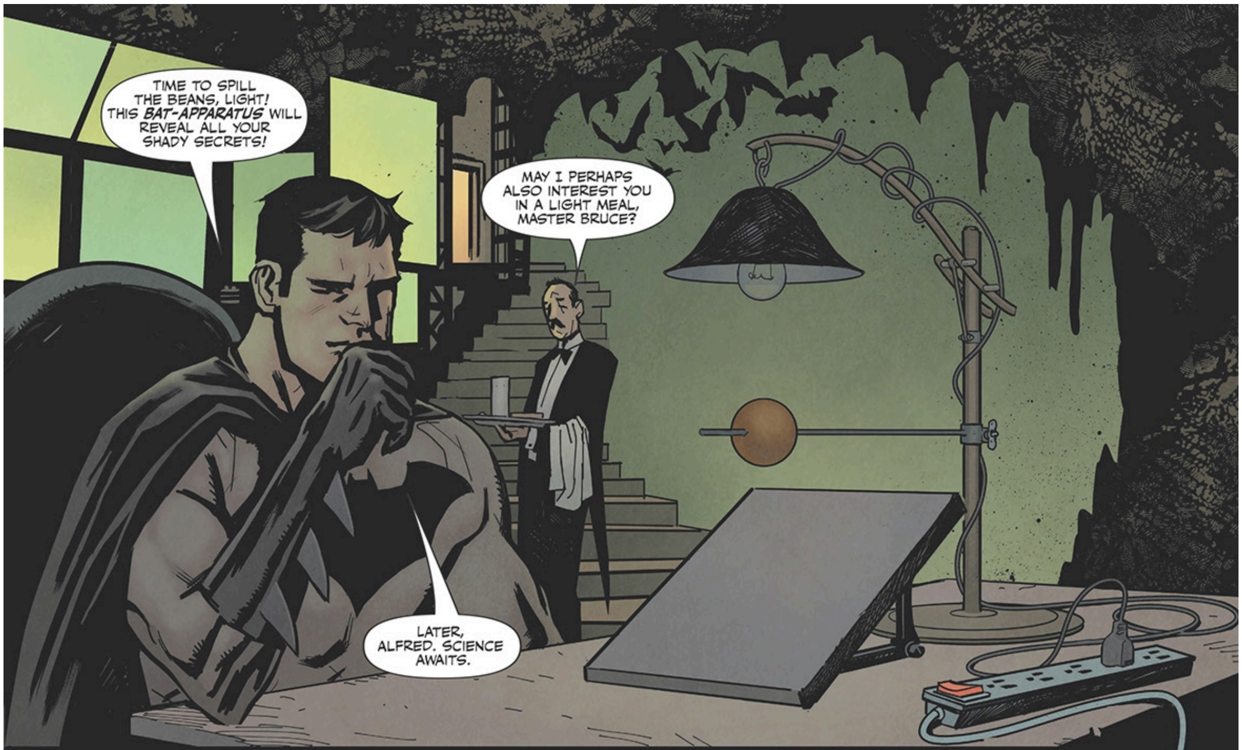
HOW TO BY DCU #1

BATMAN
ON SHADOWS
PART ONE

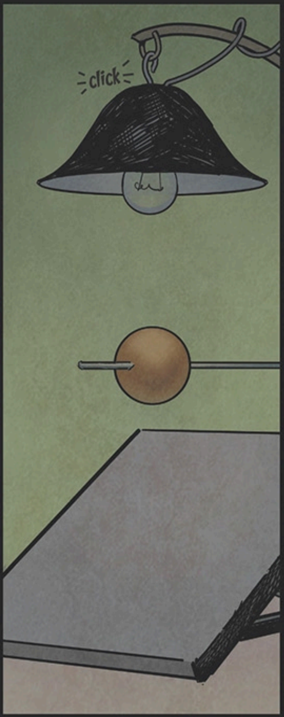
By Batman
With Yanick Paquette

Colors by
Nathan Fairbairn

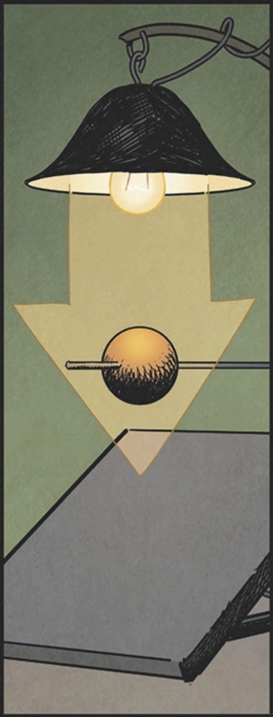

WELCOME, FRIENDS, I'M *BATMAN*. GLAD YOU FOUND THE TIME TO JOIN ME FOR TONIGHT'S LITTLE DEMONSTRATION.
AS YOU CERTAINLY KNOW, IN MY LINE OF WORK, A DEEP UNDERSTANDING OF *LIGHT AND SHADOWS* REMAINS ESSENTIAL.
IF I DON'T UNDERSTAND THE PHYSICS OF LIGHT, I'LL BE EASILY SPOTTED BY THE *VILLAINS*, AND THAT'LL RUIN MY PLANS FOR FIGHTING CRIME.
LET ME TEACH YOU THE ELUSIVE PROPERTIES OF SHADOWS TO TURN THEM INTO *WEAPONS AND ALLIES*, LIKE I DO. SWEET DARKNESS.
INTO THE NIGHT!


TIME TO SPILL THE BEANS, LIGHT! THIS *BAT-APPARATUS* WILL REVEAL ALL YOUR SHADY SECRETS!
MAY I PERHAPS ALSO INTEREST YOU IN A LIGHT MEAL, MASTER BRUCE?
LATER, ALFRED. SCIENCE AWAITS.

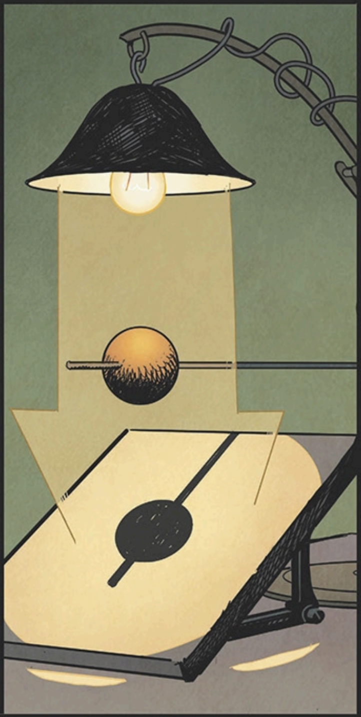
LET'S FIND OUT WHAT WILL HAPPEN WHEN WE TURN THIS BULB ON AND STUDY WHAT KIND OF SHADOW IT PRODUCES.

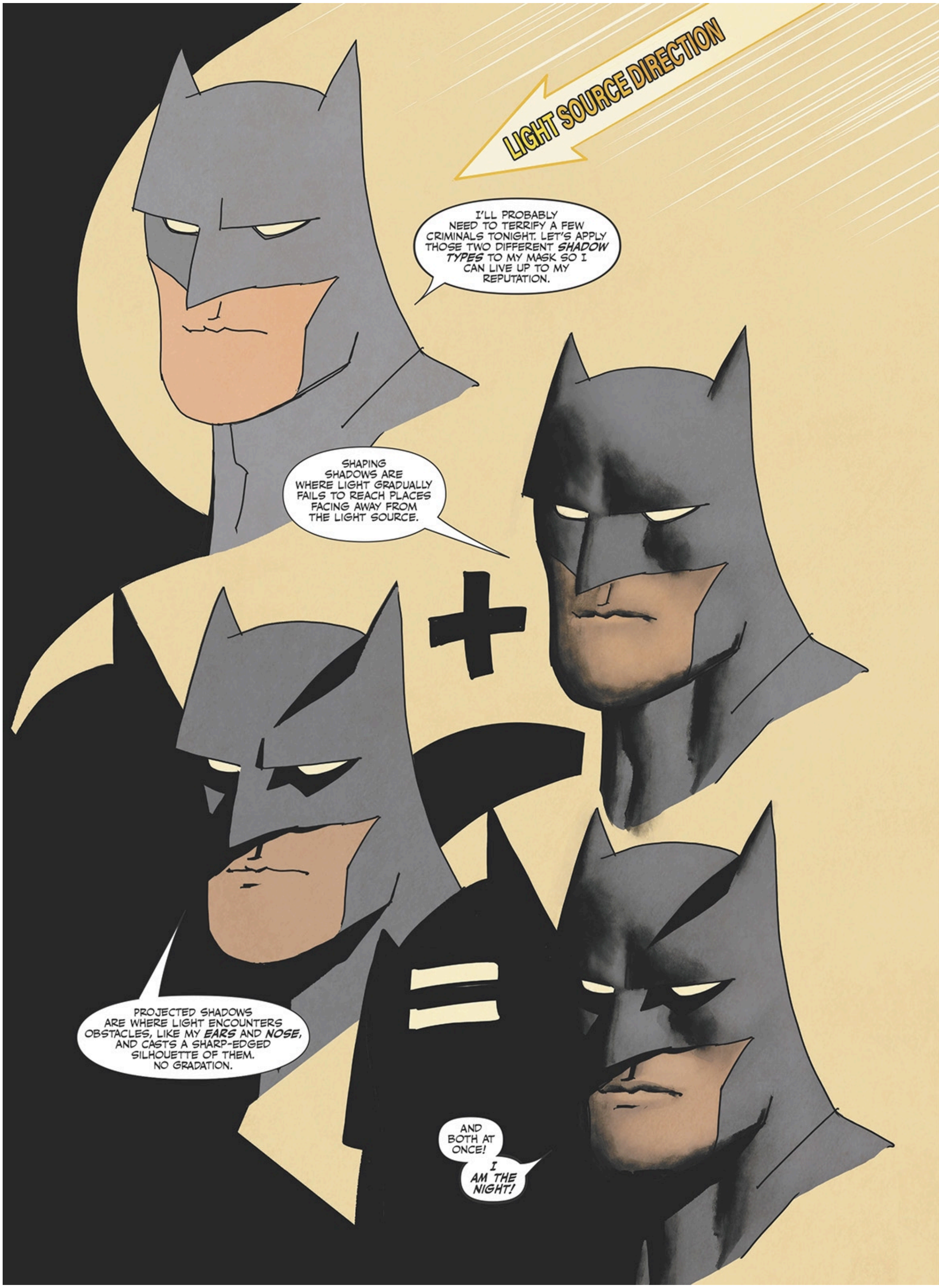


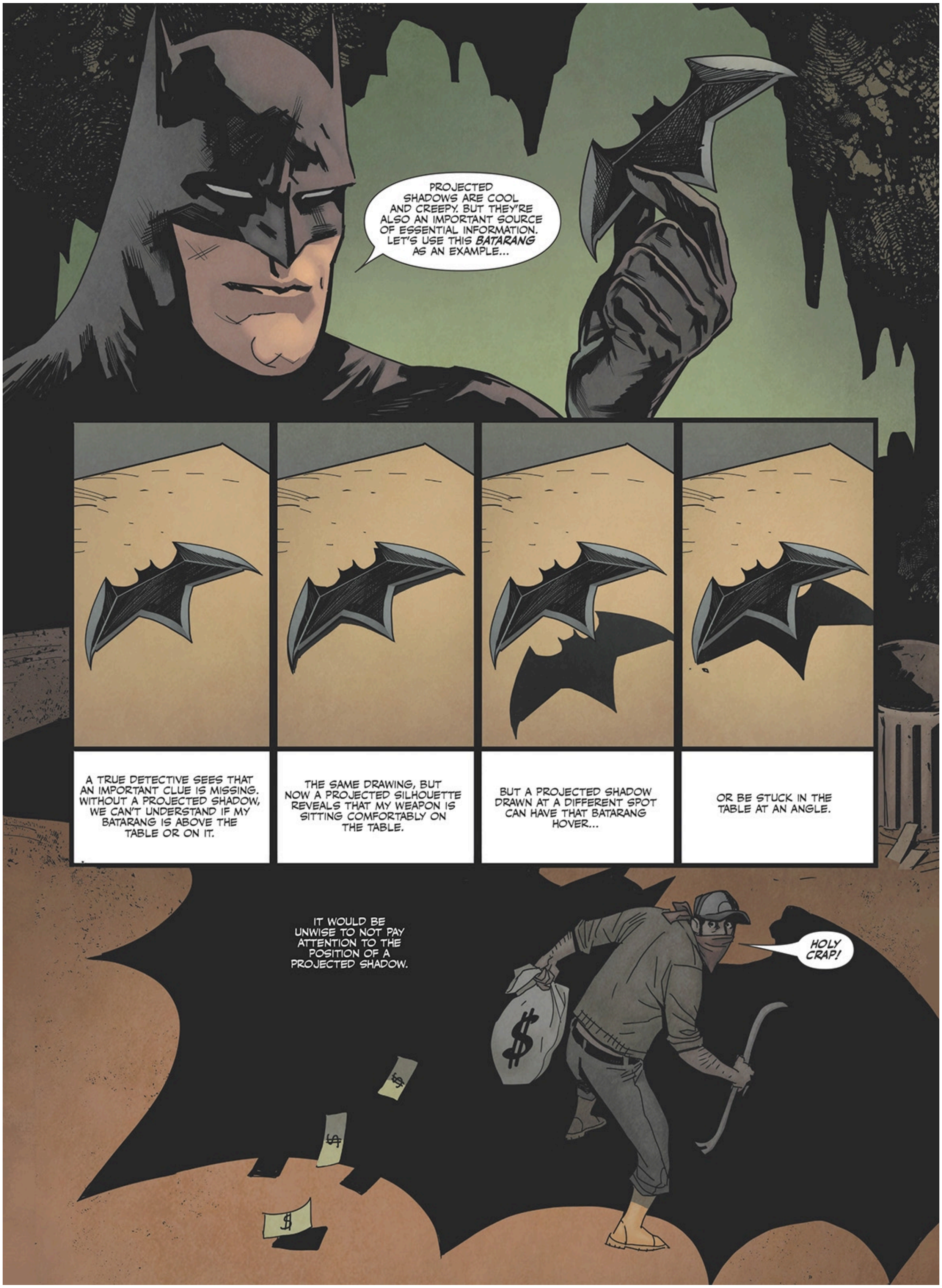
SEE, THE LIGHT RAYS RUSH FROM THE SOURCE, BUT SOON ENCOUNTER OUR SPHERICAL OBSTACLE. THE RAYS COLLIDE WITH THE TOP OF THE BALL, LEAVING THE SHADOWS NO PLACE TO HIDE. AS THE ANGLE GETS STEEPER BY THE EDGES OF THE BALL, SHADOWS START TO APPEAR UNTIL NO RAYS CAN REACH THE SURFACE UNDERNEATH. DARKNESS PREVAILS. LET'S CALL THESE SHAPING SHADOWS.

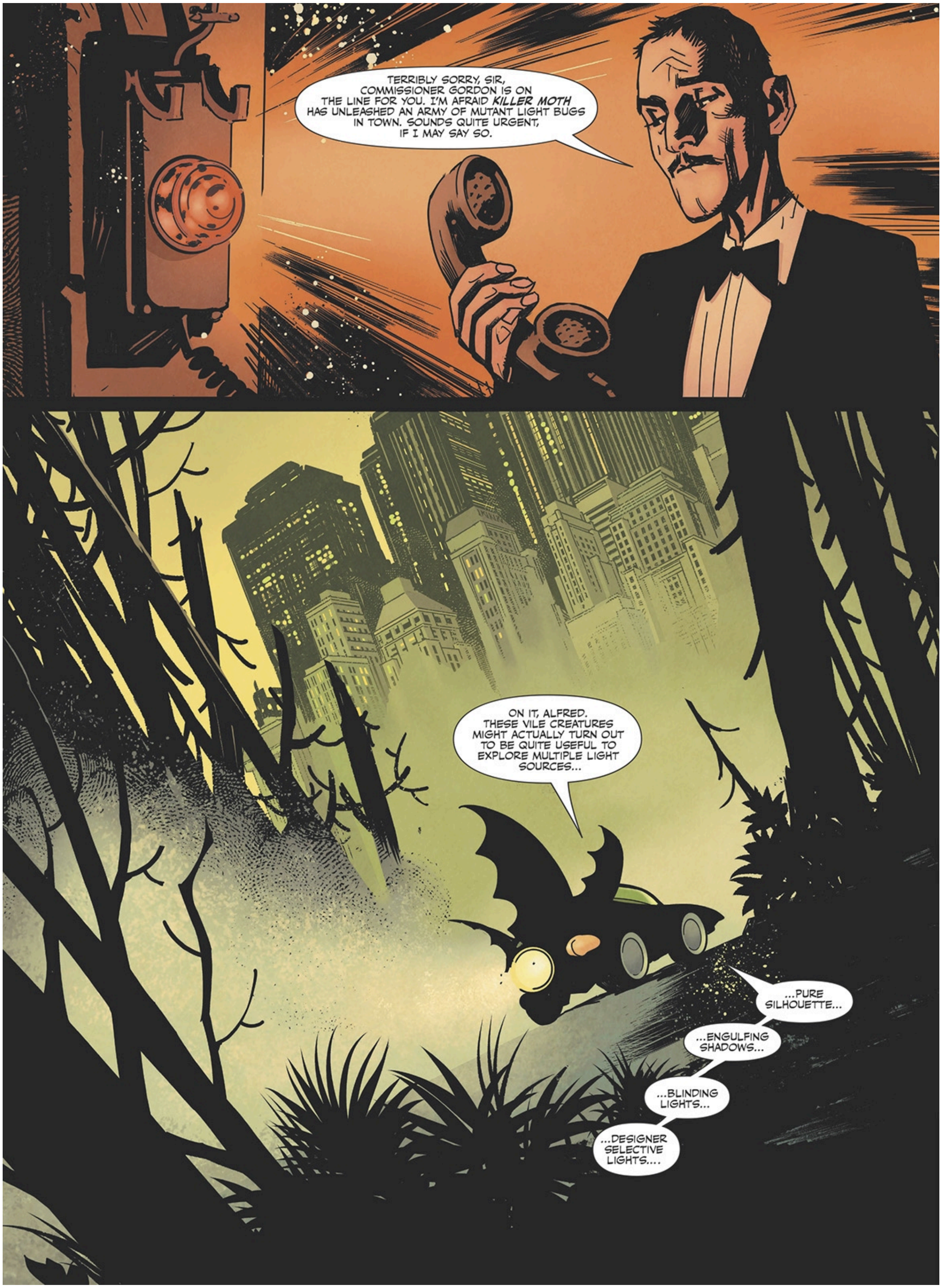


BUT LOOK! SOME RAYS TOTALLY AVOID OUR OBJECT AND HAVE REACHED ANOTHER SURFACE, DESCRIBING A NEAT SILHOUETTE OF OUR BALL. NOTICE HOW THIS NEW TYPE OF SHADOW IS NOT A GRADIENT FROM LIGHT TO DARK, BUT A UNIFORM, SINGLE TONE. LET'S CALL THESE PROJECTED SHADOWS.

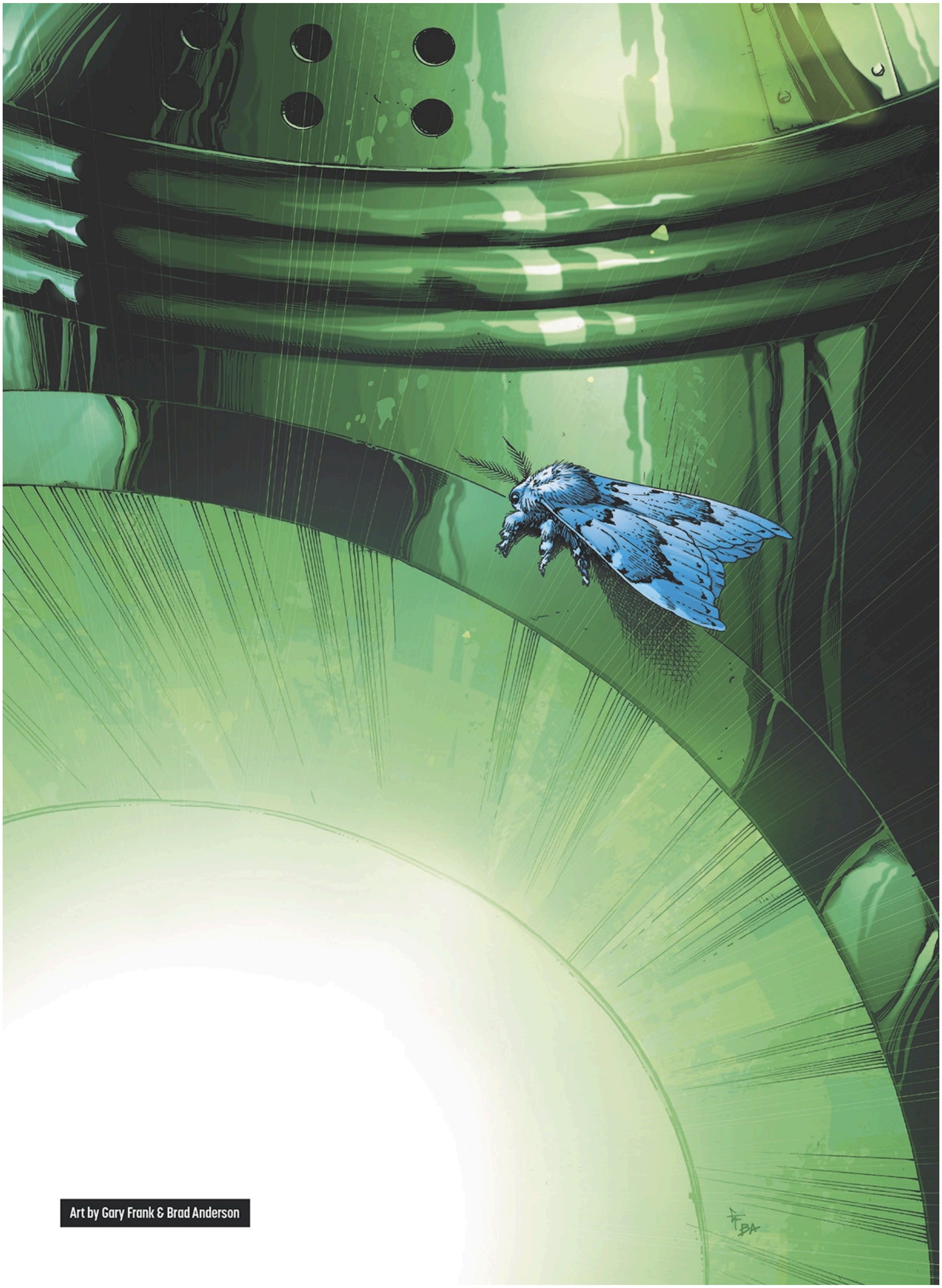



LIGHT SOURCE DIRECTION
I'LL PROBABLY NEED TO TERRIFY A FEW CRIMINALS TONIGHT. LET'S APPLY THOSE TWO DIFFERENT *SHADOW TYPES* TO MY MASK SO I CAN LIVE UP TO MY REPUTATION.
SHAPING SHADOWS ARE WHERE LIGHT GRADUALLY FAILS TO REACH PLACES FACING AWAY FROM THE LIGHT SOURCE.
+
PROJECTED SHADOWS ARE WHERE LIGHT ENCOUNTERS OBSTACLES, LIKE MY *EARS* AND *NOSE*, AND CASTS A SHARP-EDGED SILHOUETTE OF THEM. NO GRADATION.
=
AND BOTH AT ONCE!
I AM THE NIGHT!


PROJECTED SHADOWS ARE COOL AND CREEPY. BUT THEY'RE ALSO AN IMPORTANT SOURCE OF ESSENTIAL INFORMATION. LET'S USE THIS *BATARANG* AS AN EXAMPLE...
A TRUE DETECTIVE SEES THAT AN IMPORTANT CLUE IS MISSING. WITHOUT A PROJECTED SHADOW, WE CAN'T UNDERSTAND IF MY BATARANG IS ABOVE THE TABLE OR ON IT.
THE SAME DRAWING, BUT NOW A PROJECTED SILHOUETTE REVEALS THAT MY WEAPON IS SITTING COMFORTABLY ON THE TABLE.
BUT A PROJECTED SHADOW DRAWN AT A DIFFERENT SPOT CAN HAVE THAT BATARANG HOVER...
OR BE STUCK IN THE TABLE AT AN ANGLE.
IT WOULD BE UNWISE TO NOT PAY ATTENTION TO THE POSITION OF A PROJECTED SHADOW.
HOLY CRAP!


TERRIBLY SORRY, SIR, COMMISSIONER GORDON IS ON THE LINE FOR YOU. I'M AFRAID **KILLER MOTH** HAS UNLEASHED AN ARMY OF MUTANT LIGHT BUGS IN TOWN. SOUNDS QUITE URGENT, IF I MAY SAY SO.
ON IT, ALFRED. THESE VILE CREATURES MIGHT ACTUALLY TURN OUT TO BE QUITE USEFUL TO EXPLORE MULTIPLE LIGHT SOURCES...
...PURE SILHOUETTE...
...ENGULFING SHADOWS...
...BLINDING LIGHTS...
...DESIGNER SELECTIVE LIGHTS....

NO MORE GOOD COP IN...
THE GREEN LANTERN
#2
GRANT MORRISON
LIAM SHARP
DC
DCCOMICS.COM
ON SALE DECEMBER 5!

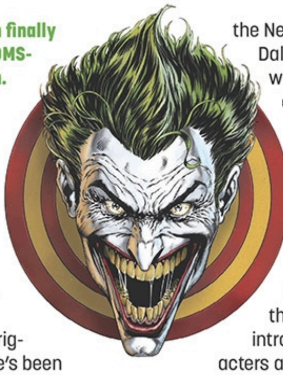


Art by Gary Frank & Brad Anderson

BETWEEN THE PANELS:
GEOFF JOHNS

The superstar writer teases what's next in DOOMSDAY CLOCK, his vision for SHAZAM! and when you'll finally read his Clown Prince of Crime epic THREE JOKERS

By Mike Cotton



DC NATION: Dr. Manhattan finally took more of a role in DOOMSDAY CLOCK #7 last month. He's not your usual DC Universe threat.

JOHNS: He doesn't even represent a threat, he *is* a threat. Up till DOOMSDAY CLOCK #7, we hadn't really revealed or learned why Dr. Manhattan is here.

Since the end of the original WATCHMEN series he's been observing other worlds, even our world.

He's in this universe fascinated by the number of super-beings, but also by Superman in particular. And it really stems from the fact that he can see things all at once, usually. Time is not linear to him. The past and future are all present, and yet here the future's no longer present. He sees as things move ahead, they get fuzzier for him, and the last thing he sees is Superman attacking him and then everything is black. Darkness.

So he can't predict the outcome...

He's curious, does Superman destroy him or does he destroy everything? And so in Manhattan's mind, it's finally a question he doesn't have the answer to, and he's curious about the outcome in kind of a very distant way. But what he's doing to provoke the outcome, to speed up the outcome, is threatening the very fabric of the DC Universe. And it's literally the characters' lives, it is that, but it's also the soul of the DC Universe and the souls of the characters.

You've also got SHAZAM! coming out with artist Dale Eaglesham. You've wanted to do this for a long time. In some ways, is this SHAZAM! REBIRTH?

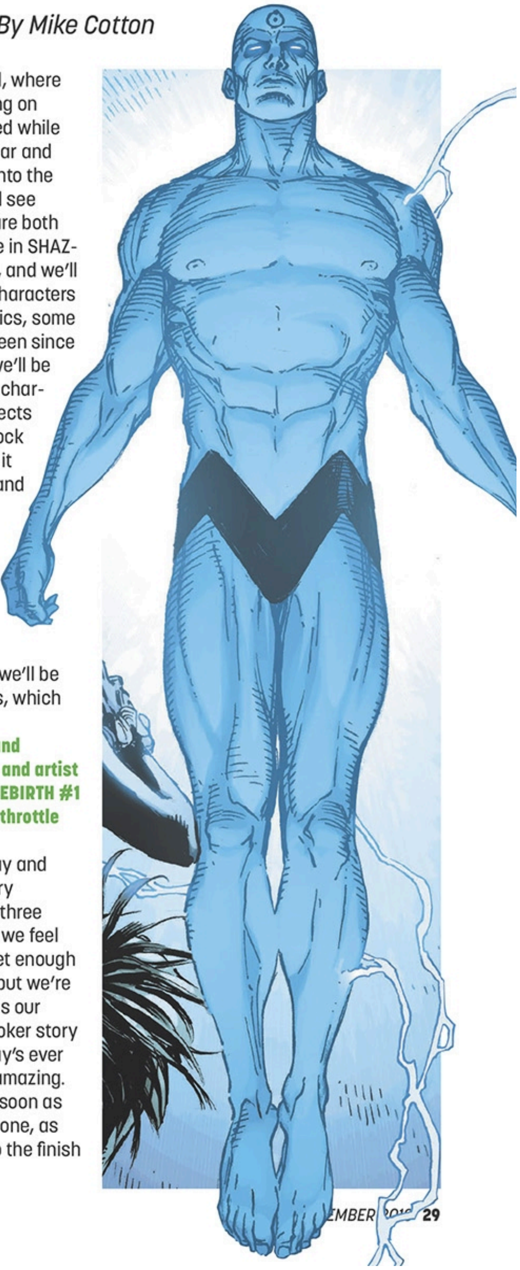
It is SHAZAM! REBIRTH in spirit for me. But really what [artist] Gary [Frank] and I did in the first volume [at the beginning of the New 52] is that as well, where Dale and I are continuing on what Gary and I started while exploring both familiar and brand-new paths into the Shazam lore. We'll see characters that are both very recognizable in SHAZAM!, like Mr. Mind, and we'll see more minor characters from Fawcett Comics, some that haven't been seen since the Golden Age. And we'll be introducing a lot of new characters as well, and new aspects to Shazam and the lore and the Rock of Eternity in particular, and what it all really means and what it's for and where it came from.

So you'll be adding some new elements as well.

We'll be introducing a secret within the Rock of Eternity that will really redefine the Shazam lot, what they're champions of, what that exactly means. And we'll be continuing to explore their powers, which are magic-based.

Readers have been excited about and anticipating THREE JOKERS by you and artist Jason Fabok since DC UNIVERSE: REBIRTH #1 in 2016. You and Jay are going full throttle on it now for next year, right?

Yeah, it's good. It's going great. Jay and I are working away on it. We're very diligent on this book. This book is three prestige-format issues, and once we feel comfortable with that, once we get enough work done, we'll solicit the book, but we're trying to make this the best. This is our Joker story, and this is the only Joker story I've ever done. It's the only one Jay's ever done, and so we want to make it amazing. Jay's work is just amazing, so as soon as we get these extra-sized issues done, as soon as we feel like we're close to the finish line, we'll solicit it. 🟩



Wonder YEARS

By Michael Nixon

Prolific scribe Brian Michael Bendis launches and curates a new, in-continuity DC imprint focused on teenage heroes in YOUNG JUSTICE, WONDER TWINS, DIAL H FOR HERO and NAOMI from a bevy of top talent

Even with all DC Comics offered, Brian Michael Bendis still wanted more.

As he and his wife Alisa, the publisher of the Portland-based writer's creator-owned series through Jinxworld, negotiated his move from Marvel Comics to DC, there was still one creative itch left unscratched.

His ideas for Superman were coming into focus and Jinxworld would be hosted by DC as well, but Bendis knew he'd still be missing the types of new and youth-oriented stories he told in the Ultimate line of comics at Marvel for over a decade.

"First loves, first breakups, first disappointments, first triumphs–these are really magical moments and that's why I loved writing *Ultimate Spider-Man* all those years," recalls Bendis. "When [the idea of a new] imprint came along, I knew that could be a place with brand-new characters and brand-new ideas, [where] we could delve into all of those truths that I love to share with everybody."

Plans quickly grew into a new imprint based on the models of DC's Young Animal imprint and the Sandman Universe books. Bendis would curate the line of titles, working with both DC editorial (to pick the characters and books) and the talent involved. A name for the new imprint also began to take shape: Wonder Comics.

"We started talking about Wonder Comics being that first brush of everything, those first choices you make, finding the wonder of the world for the first time," describes Bendis. "Then you start looking at the characters that represent that or could represent that in the DC Universe. What books would I personally love to buy that are not being made right now?"

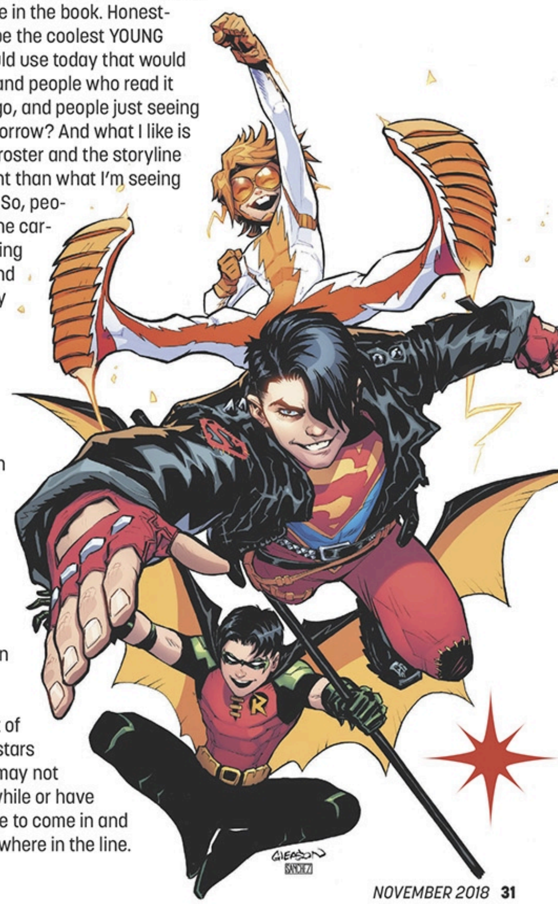
Bendis quickly locked in on underused properties such as YOUNG JUSTICE, DIAL H FOR HERO and WONDER TWINS as key books to launch the line; he also envisioned a new character in NAOMI. The DC convert also rapidly reached out to other writers he felt could execute the rest of the line after he launched it with YOUNG JUSTICE. While Bendis will team with artist Patrick Gleason for the team teen book, HARLEY QUINN writer Sam Humphries and artist Joe Quinones (*Howard the Duck*) will launch DIAL H FOR HERO, writer Mark Russell (EXIT STAGE LEFT: THE SNAGGLEPUSS CHRONICLES) and Stephen Byrne (JUSTICE LEAGUE/POWER RANGERS) will dive into a new take on the Wonder Twins, and Bendis and writer David Walker are joining artist Jamal Campbell (NIGHTWING) on NAOMI.

Even the usually verbose Bendis found himself at a loss for words over the new line as he, Humphries, Russell and Walker sat down to discuss the books, what makes the new line so unique and how it all ties to the wider DC Universe.

"This is the first time I've said a lot of these words out loud–and it's been percolating all year, almost since the minute we signed, and me and Alisa are so proud of this imprint that it's almost too exciting to talk about, to be honest with you!" he admits.

DC NATION: THERE'S A LOT OF LEGACY WITH SOMETHING LIKE YOUNG JUSTICE...

BENDIS: What I was excited about is that, just the idea of YOUNG JUSTICE had already established itself as what we were trying to achieve, thanks to all the creators that came before in comics and in the cartoon. Here's a mature, yet vibrant, look at the DC Universe through the eyes of these characters at this specific age. We were making a list of who we'd want to see in the book. Honestly, what would be the coolest YOUNG JUSTICE we could use today that would delight myself, and people who read it twenty years ago, and people just seeing it on Netflix tomorrow? And what I like is when the team roster and the storyline are very different than what I'm seeing in other places. So, people have seen the cartoon, they're going to come to us and get a completely different thing, but with some elements that are familiar to them. YOUNG JUSTICE is not going to have an official roster like some things have; it's going to be almost a bit of a movement where they call each other when they need each other. There's going to be a lot of room for guest stars and people we may not have seen in awhile or have never met before to come in and join the fun anywhere in the line.



VITAL STATS

BRIAN MICHAEL BENDIS

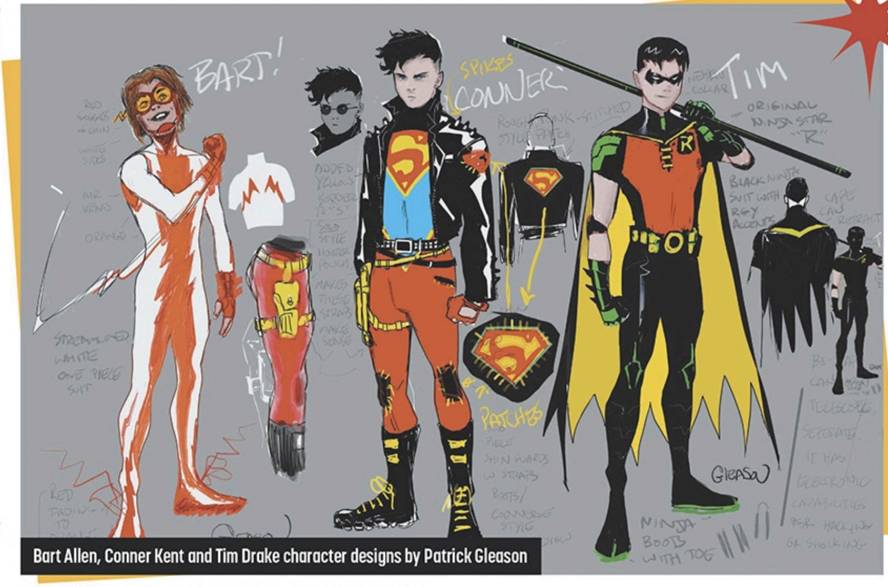
AGE: 51

BASE OF OPERATIONS: Portland, OR

BEST KNOWN FOR: His high-flying work on Superman, along with a decade of work at some other comics company you might have heard of.

WHAT HE'S WRITING: Tim Drake returns to using the Robin name as he teams with Impulse, Wonder Girl, old west hero Jonah Hex's great-granddaughter Jenny Hex and long-lost Superboy Conner Kent in YOUNG JUSTICE with artist Patrick Gleason (ACTION COMICS) as the barely formed team finds itself tossed across dimensions and into trouble.

HOW HE MODERNIZES THE COMING-OF-AGE STORY: "I have the benefit, through my kids, of getting to experience the story through their eyes and it's a constant reminder of what these novels mean. What these moments of discovery mean for a brand-new character."



Bart Allen, Conner Kent and Tim Drake character designs by Patrick Gleason

SOMETHING LIKE NAOMI IS THE COMPLETE OPPOSITE OF YOUNG JUSTICE—NEW CHARACTER, NEW SETTING, NEW EVERYTHING.

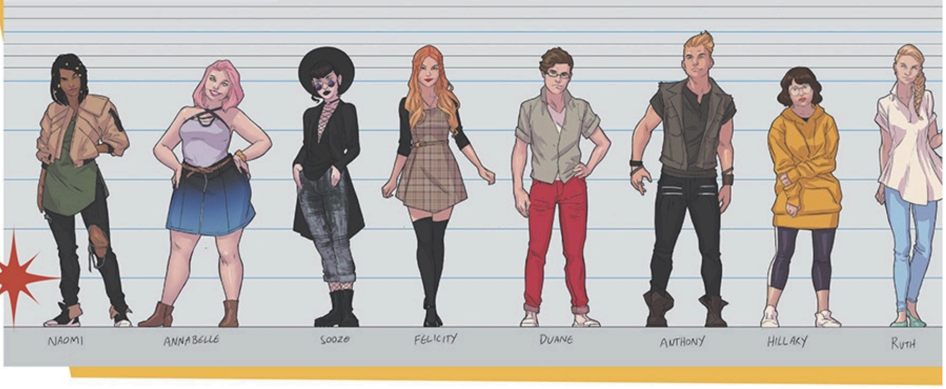
WALKER: When Brian first started talking to me about this, it was when he was still sick in the hospital. We just would have these long conversations about things we thought were missing in comics, the sort of stories we would like to see, but also the sort of legacy that we'd like to help usher in, in terms of stories, especially for young people. I just remember telling all kinds of crazy stories about how alienated I felt as a kid and some of the weird people that I knew in the town that I grew up in. And just the fact that so much of what we read in mainstream comics seems to take place in the big city, and there are all these big secrets, but there's something really weird and sinister about small towns. If not sinister, definitely secretive. There's always that house at the end of the block that nobody wants to walk past because there's some sort of secret.

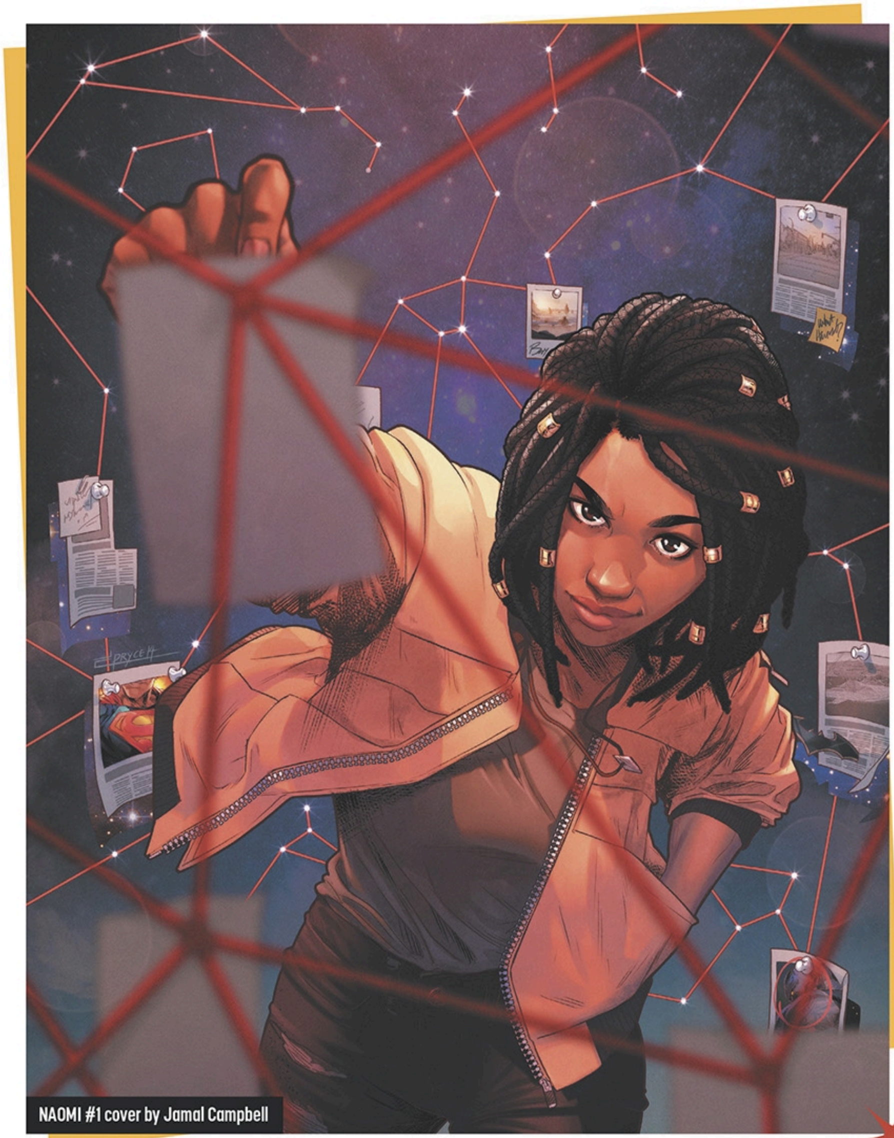
BENDIS: What David brings is such soulful honesty it's hard to describe. Even creative people have a hard time really owning their truth, really owning whatever moment they're living in. David really does and it's inspiring to me and it's great to now take that onto the written page.

WALKER: Brian and I have been teaching together for a little over two years, so we have that rhythm down. And we've known each other forever, but the working together part? There was definitely a level of intimidation there. It forces me to think a lot harder to come up with things and go, "Okay, I got to keep up with Brian, but then I got to give him something to challenge him." We got into a lot of the philosophy of comics, the philosophy of storytelling.

Then Brian was in the hospital going, "Hey! Let's do a book together," and as it became more real, it was like, "Now the real me, the cynical storyteller, needs to be pushed aside." It feels really good to do that now because I'm finding a lot more creative energy. And I think that we live in a time where hope is…I mean, hope is always important, but we really need it right now.

Character designs by Jamal Campbell.





NAOMI #1 cover by Jamal Campbell

VITAL STATS

DAVID F. WALKER

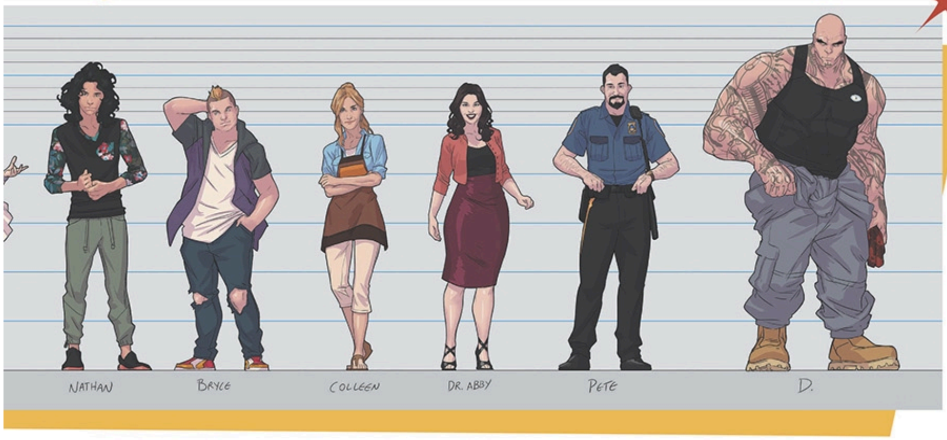
AGE: 49

BASE OF OPERATIONS: Portland, OR

BEST KNOWN FOR: Filmmaking, alongside writing comics including CYBORG, *Luke Cage and Iron Fist* and *Shaft*.

WHAT HE'S WRITING: In NAOMI, an adopted child learns there's more to her origin than she imagined as she uncovers secrets and questions she'll stop at nothing to answer, with Walker and Bendis co-writing and art by Jamal Campbell (NIGHTWING).

HOW HE MODERNIZES THE COMING-OF-AGE STORY: "It's still the discovery of self, it's learning that some of the people you thought you trusted, you can't trust and some of the people that are complete strangers [are] actually the ones who become your greatest allies and friends."



VITAL STATS

SAM HUMPHRIES

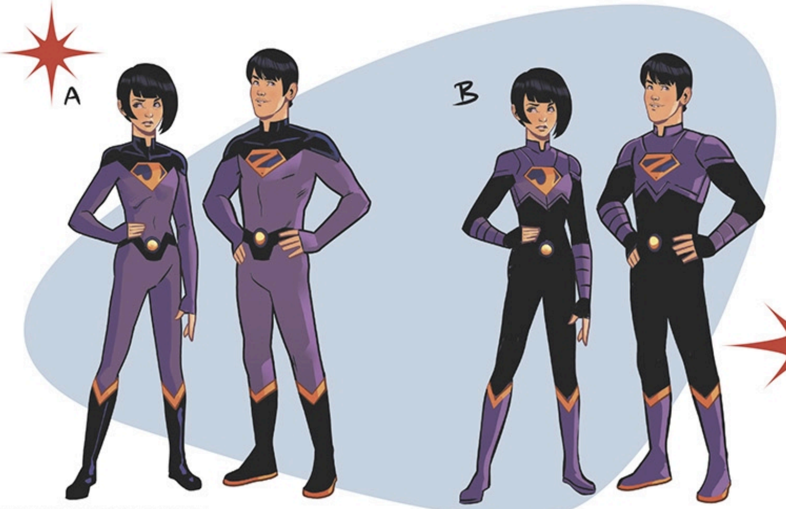
AGE: 41

BASE OF OPERATIONS: Los Angeles, CA

BEST KNOWN FOR: Taking Green Lanterns Jessica Cruz and Simon Baz on a wild ride for the last few years, as well his recent run on HARLEY QUINN.

WHAT HE'S WRITING: Humphries collaborates with artist Joe Quinones (*Howard the Duck*) on DIAL H FOR HERO as a Los Angeles teen and his best friend uncover the H Dialer, a machine that gives users seemingly random superpowers and costumes for one hour, setting off a chain of events leading to a fight for who will ultimately control the power inside the dial as the duo head from the west coast to Metropolis in search of Superman's help.

HOW HE MODERNIZES THE COMING-OF-AGE STORY: "For Miguel (lead of DIAL H FOR HERO FOR HERO), he's transforming his understanding of himself while also standing up for everyone on the planet and taking care of this impossible object, this impossible burden."



WONDER TWINS art by Joe Quinones

AND IF WE'RE THINKING ABOUT THE BRIGHTER, MORE COLORFUL SIDE, THERE ARE FEW DC CHARACTERS BRIGHTER AND MORE COLORFUL THAN THE WONDER TWINS. HOW DOES THAT BRIGHTNESS FIT INTO THE MODERN WONDER COMICS VIBE?

BENDIS: I have kids, so I do what every parent does: "Hey, let me show you this cool thing I had when I was a kid." And they love it! I showed my seven-year-old THE WONDER TWINS and she said, "Wait, they're brother and sister superheroes with a pet alien monkey? This is the coolest thing I've ever heard of!" And I'm like, "Yeah, we're doing it." She was my best audience on whether we should do this. THE WONDER TWINS was an idea that was very close to my and Alisa's heart. So that was the one I thought needed Mark's special flavor. I was so happy he thought so, too.

RUSSELL: What I like about the colorfulness and the optimism of the WONDER TWINS title is the fact that it kind of contradicts the reality of teens and the post-millennial generation today and how badly we've screwed them. Stories about the heartbreaking resilience of youth in the face of the world we've created for them. I think [the twins are] making the best of having to live in exile on a planet they know nothing about and dealing with this sort of insane world that we've dropped them into. But it's the world that's insane. They're heroes. They're decent people who are doing their best to make sense of the life we've created for them as superheroes in training on one hand, and also as high school students on the other. High school students living in a school system where they're being taught gun [violence] survival drills more than they're being taught algebra.

IS THIS AN ORIGIN STORY OR ARE THE TWINS ALREADY ESTABLISHED?

RUSSELL: We come in with them actually already established on Earth at the Hall of Justice. But as the story progresses, they talk more and more about their backstory, about how it's made it difficult for them to make the transition onto Earth. And then Gleek appears, and he's got his own backstory. A lot of it is that you'll see how people deal with their present as a consequence of what they've had to overcome in their past.

BENDIS: Mark has an almost superhuman ability to start this story in the middle, but you won't be lost. You'll be completely caught up by the end of the first issue, no matter where your [Wonder] Twins knowledge begins and ends. And we're assuming it begins and ends at nothing. This is a very, very reader-friendly book.

RUSSELL: I mean, to me, there are a lot of ways to sink your teeth into the Wonder Twins. On the one hand, they show you a part of superheroes that you don't normally see, which is the superheroes who are kind of superhero adjacent. They're not the big superheroes; they're the ones that have to go after minor criminals because they're in training. Also, they're high school students. And not just high school students, they're transfer students. They're marginalized in every single way, so we have to sort of find their community and their support within each other. And one thing I'm really looking forward to, too, is creating this host of supporting characters. Sort of mid-level super-villains. Super-villains on the way up in their career. They're not quite [at] the level of the Legion of Doom, they're the League of Annoyance.

HUMPHRIES:

"Wonder Comics is also kind of like the opportunity to jump in a hot rod and do doughnuts in a parking lot, you know?"

DIAL H FOR HERO HAS BEEN REVIVED A FEW TIMES. WHAT MAKES THE IDEA OF A DIAL THAT HANDS OUT SUPERPOWERS SO COMPELLING?

BENDIS: When this imprint was coming together, I literally wrote, "What's the perfect book for Sam?" I wanted to surprise him. I wanted to offer him something he wouldn't come up with himself, or wouldn't think, but that would speak to what I know are his strong points as a writer, like what things are already inside him, like what's already been brewing in his standalone work. I brought him just the basic idea. And then I stood back and said, "Do your thing, Sam," and here we are.

HUMPHRIES: You definitely succeeded in coming up with something that I never would have thought of on my own. I was aware of "DIAL H FOR HERO for Hero," but had never even begun to consider doing it on my own. But it's the thing where you have the friend that you trust that much, that if they say, "You're going to jump off this cliff," you're like, "All right. I believe you."

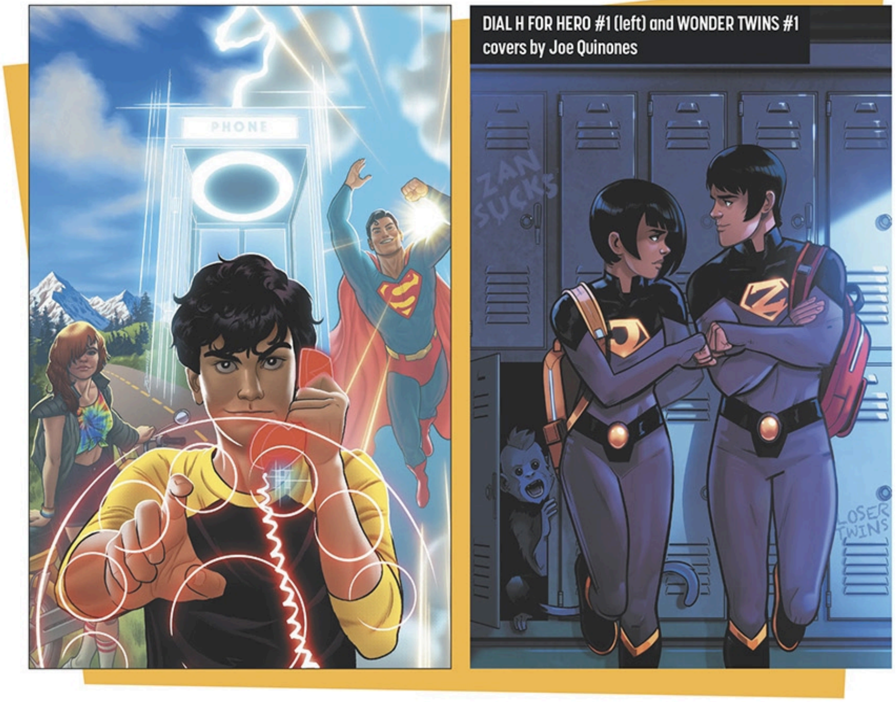
I dove into DIAL H FOR HERO, and the more I looked at it, the more I just saw infinite possibilities. The potential is limitless and it's baked into the actual DNA of the book. It's baked right into the high concepts. You can't really speak a word of DIAL H FOR HERO without mentioning the fact that anything could happen at any moment. Even just that part alone was such a thrill for me to contemplate and consider wrapping my mind around.

BENDIS: Especially the world we live in, where it feels like any day you wake up and anything could happen.

HUMPHRIES: Yeah, and also on an emotional level, how do you cope with that? How do you grow and succeed as a person while you're white-knuckling it from moment to moment? That's another part of the whole concept, though, that's so exciting for me is that I started looking at the Hero Dial as the world's most incredible hot rod. This is a machine, this is a device that once you grab onto it, you'll never want to let go. You can do virtually anything once you have it.

BENDIS: Sam was first on board. The DNA of this comic became a big part of the overall DNA of the imprint. It was putting someone like Sam on a book where he could just thrive and try things he wouldn't get to do on other books. That became then, "Oh, let's do that for the other books as well." Like let's make sure all of the books' creators are given the same opportunity. It was pretty good to make that the base.

HUMPHRIES: It's a hell of a lineup. Even without the concept, Wonder Comics is also kind of like the opportunity to jump in a hot rod and do doughnuts in a parking lot, you know? We've got a hell of a crew, we've got an amazing foundation of collaboration and love and fun that we all have together. Now we can just grab this imprint and peel out on the highway and race it for as much as it's got. ■



DIAL H FOR HERO #1 (left) and WONDER TWINS #1 covers by Joe Quinones

VITAL STATS

MARK RUSSELL

AGE: 47

BASE OF OPERATIONS: Portland, OR

BEST KNOWN FOR: Revitalizing THE FLINTSTONES, PREZ and Snagglepuss (in EXIT STAGE LEFT: THE SNAGGLEPUSS CHRONICLES).

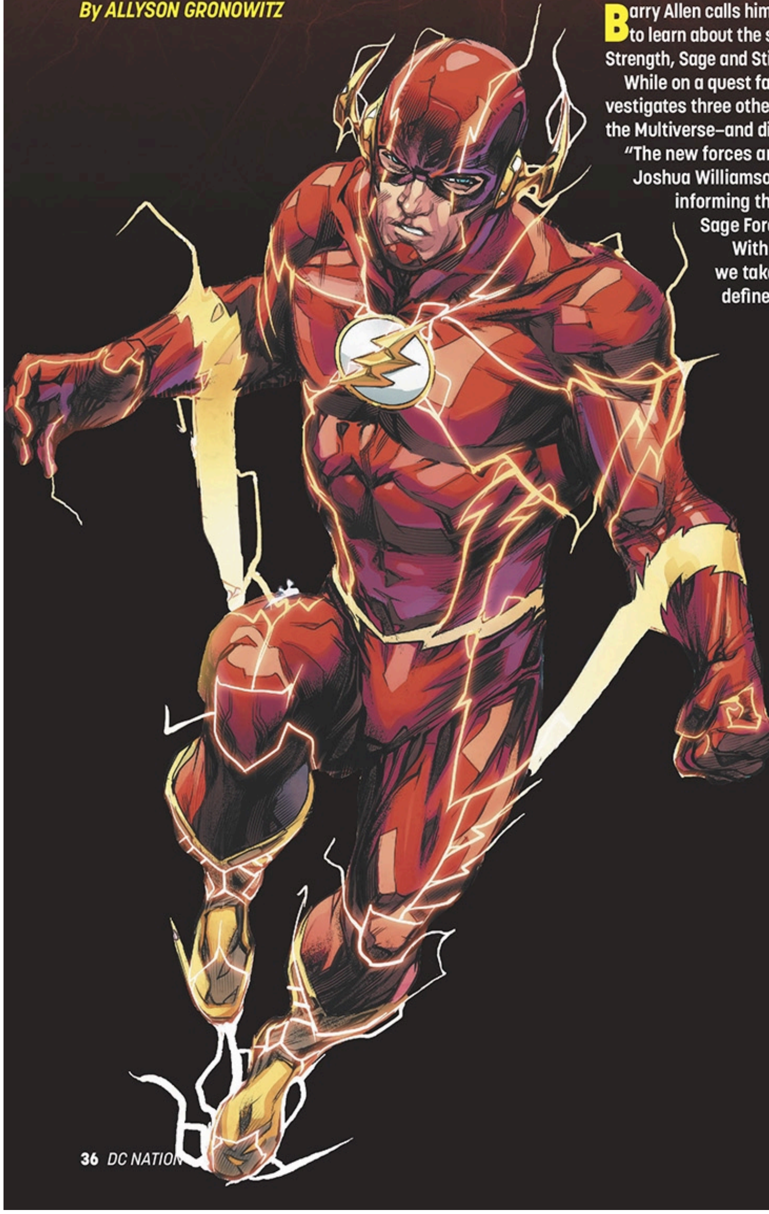
WHAT HE'S WRITING: The modern superstar scribe leans into the meta and sometimes morbid with artist Stephen Byrne (JUSTICE LEAGUE/POWER RANGERS) as the team spotlights the Wonder Twins, two teenagers from space forced to go to high school with normal humans. While they want nothing more than to be heroes, the two must graduate first.

HOW HE MODERNIZES THE COMING-OF-AGE STORY: "You have to make it really accessible and make it really just sort of a tight story, but at the same time one with an extra dimension of depth as you begin to sort of peel back the layers behind what lies in these characters' pasts."

FORCE

Breaking down the four forces that govern the universe with THE FLASH writer Joshua Williamson

By ALLYSON GRONOWITZ



Barry Allen calls himself the Fastest Man Alive, but he still has a lot to learn about the secrets of the Speed Force…and, it turns out, the Strength, Sage and Still forces as well.

While on a quest far away from his hometown, Central City, Barry investigates three other forces that move in mysterious ways throughout the Multiverse—and discovers more about himself in the process.

"The new forces are all aspects of Barry," says THE FLASH writer Joshua Williamson. Whether it's Barry's strength of character informing the Strength Force or his empathy informing the Sage Force, "they all come from Barry, in a way."

With help from Williamson (and CSI tech Barry Allen), we take a close look at the people and powers that define the four elemental forces of the Flash universe.

THE SPEED FORCE

Speedsters are imbued with their powers when struck by a bolt of lightning. By tapping into the Speed Force, Barry Allen and his fellow speedsters can phase through objects by vibrating molecules, traverse dimensional barriers, heal quickly and run very, very fast—which, naturally, often results in time-travel.

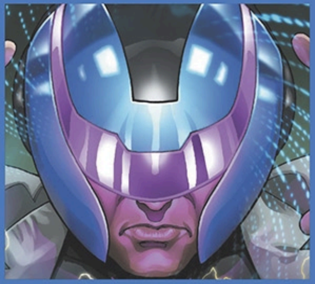
But on a deeper level, there's more to the Speed Force than just, well, speed. "It's the ability to move forward," Williamson says. "It's the ability to hope and the ability to move on."

QUEST

THE SAGE FORCE

Spontaneous combustion doesn't sound like too much fun, but at least it bestowed upon teenage spy Bashir a profound connection to the Sage Force, granting him the powers of telepathy, telekinesis and mind manipulation.

Introduced in THE FLASH #61, Bashir, a.k.a. Psych, shares many of Barry's values—he wants to uphold justice, and he cares deeply about his family. And the Sage Force, Williamson points out, has an implicit connection with Barry as well. "With the Sage Force, I look at it as Barry's ability to have empathy for people," he says. "The Sage Force is just an extreme version of empathy where you can connect with someone. The problem is, once you start connecting with them and you start going inside their mind to learn more about them, you could actually lose yourself. So you can't go too far."

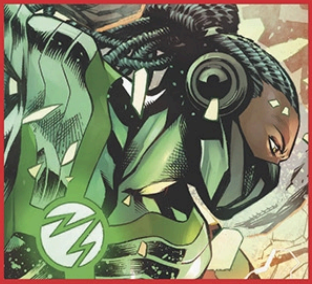


THE STRENGTH FORCE

Powerhouse, the avatar of the Strength Force, makes her debut in THE FLASH #60—and she's not too keen on letting anyone get in the way of her quest to control the force she's tied to.

"The Strength Force means that you can't just hope for something to happen," says Williamson. "[Instead], you have to actually make it happen. It's literally about the idea of using your will and strength of character to push to make things happen."

Strength Force powers are granted when a person is swallowed up by the Earth. "The pressure of being pulled into the Earth and buried alive, it actually makes you stronger," explains Williamson. "Think of a diamond." Unlike a diamond, however, a Strength Force user has super-strength and increased durability, and can manipulate gravity in their vicinity.



THE STILL FORCE

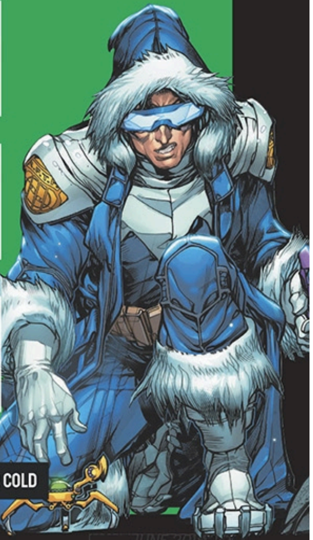
The Still Force has long been the major opposing force for speedsters (especially for Barry Allen), though it was only recently named in the pages of JUSTICE LEAGUE. "The Still Force is that part of him that sometimes slows down and stops," notes Williamson. "It comes from that part of Barry that didn't move forward after his mother's death."

As Barry dives deeper into his force quest, who will emerge as the newest avatar of the Still Force? Here are the front-runners:

CHRONOS

GRODD

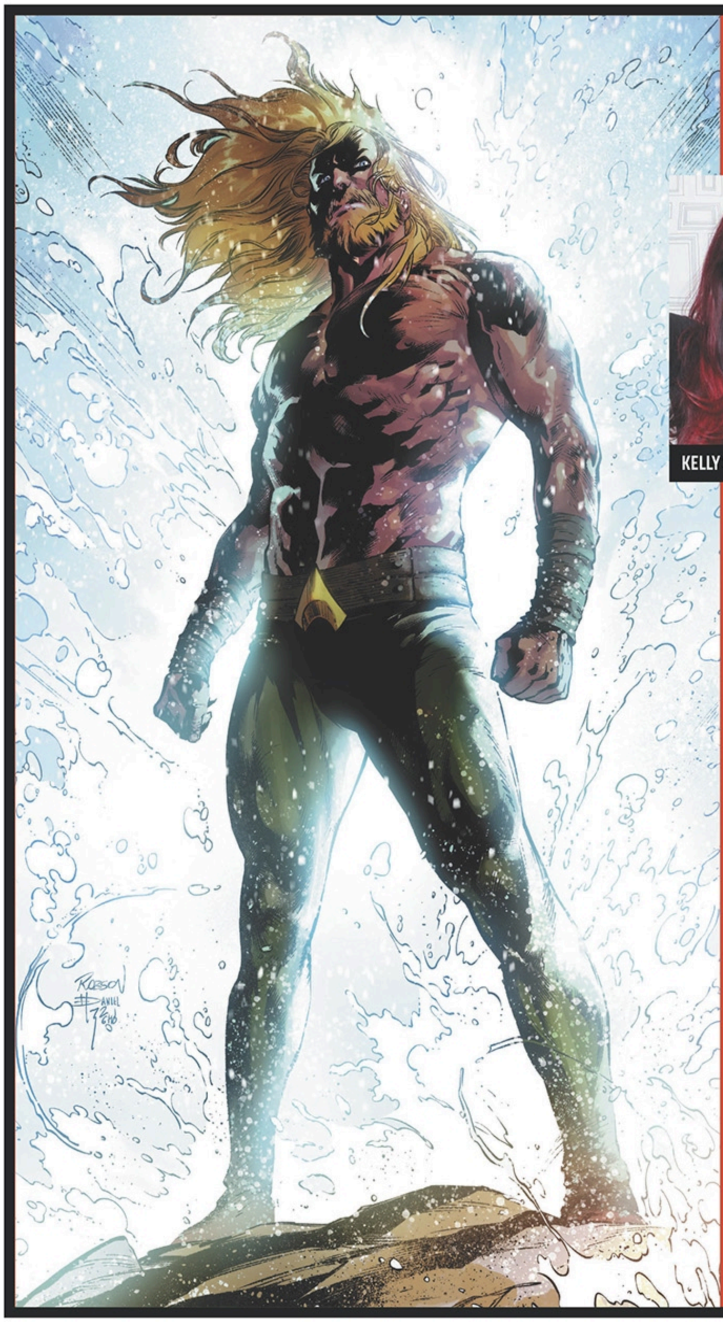
TURTLE



COMMANDER COLD

DIRECT CURRENTS

Your look at the DC Universe for December 2018 and week one of January 2019



BOOK TO WATCH

AQUAMAN #43 (DEC. 19)

KELLY SUE DECONNICK

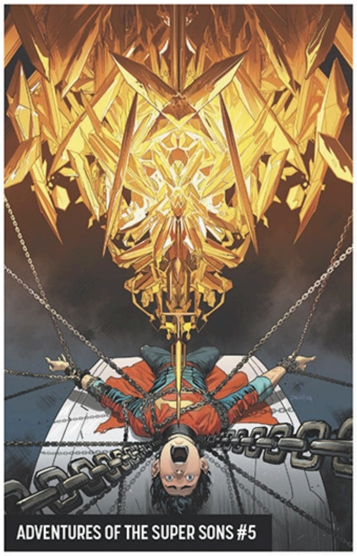
After the climactic events of the "Drowned Earth" crossover, an amnesiac Arthur finds himself washed ashore near the remote seaside village called Unspoken Water. Though the kindly island-dwellers take him in as one of their own, it becomes clear to Arthur that there is more to these villagers than meets the eye. But Arthur–alone, abandoned and virtually powerless–must first work out the clues to his own identity before he can contend with the mysterious nature of the residents of Unspoken Water.

New AQUAMAN writer Kelly Sue DeConnick (*Captain Marvel*) and artist Robson Rocha (TEEN TITANS) kick off their first arc with a deep dive into classical mythology, spotlighting a host of old gods made new–including Namma, a Babylonian sea goddess furious with her treatment at the hands of the other gods.

"Her hatred gives her power," shares DeConnick, "and she is determined to have her revenge on the other gods and on the ocean itself. She also has a dragon form, and her dragon form breathes a mist that has powerful effects on the mind–but I can't get into the specifics without spoilers!"

Unaware of his true identity, Arthur dismisses the concerns of the Unspoken Water residents, who insist on a supernatural reason for the poisoning of the ocean waters surrounding their town. Little does he know, Arthur will have a big role to play in this war between the gods...but he may be in over his head. "While Arthur is a powerful Atlantean and a member of the Justice League, he's no god," DeConnick says. "He's overmatched, and it's gonna be a hell of a fight. If the ocean dies, everything dies. The entire world hangs in the balance!" ■

Kelly Sue DeConnick (w), Robson Rocha (a/c)



ADVENTURES OF THE SUPER SONS #5

ACTION COMICS #1006 (JAN. 2)

The Red Cloud sets her sights on someone close to Superman, but how can the Man of Steel stop a villain he can't touch? As the Invisible Mafia controlling Metropolis' underworld steps into the light, its leader is finally revealed, and the unmasking will have massive implications for Superman AND Clark Kent!
Brian Michael Bendis (w), Ryan Sook (a/c)

ADVENTURES OF THE SUPER SONS #5 (OF 12) (DEC. 5)

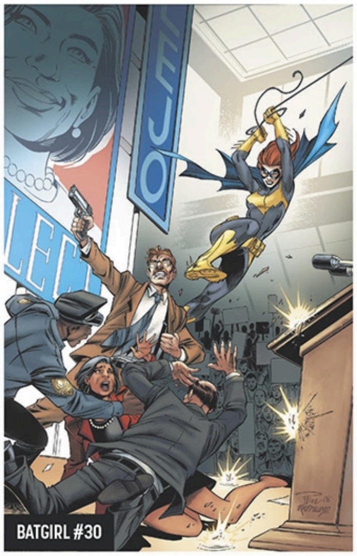
The Super Sons need a break! After the space adventures of the past few issues, Jon (Superboy) and Damian (Robin) take what they think is a peaceful diversion to what winds up being a planet of infinite possibilities (as is wont to happen in deep space). There, they get a look at their potential future selves, including a surprising preview of parenthood!
Peter J. Tomasi (w), Carlo Barberi & Art Thibert (a), Dan Mora (c)

BATGIRL #30 (JAN. 2)

You can take the Batgirl out of Gotham, but you can't take Gotham out of the Batgirl! Babs is back home and joins the Millennial cause: finding a job. Meanwhile, politics gets personal as the race for Congress in Gotham heats up, leading to civil unrest in Barbara's neighborhood—as a new villain begins to make themselves known!
Mairghread Scott (w), Paul Pelletier and Norm Rapmund (a/c)

BATMAN #60 (DEC. 5)

Batman takes on a new partner, and it's... the Penguin? After rejecting Bane's crime-boss co-op, Cobblepot finds himself in the crosshairs of some very teed-off villains. The feathered felon turns to his old foe to snitch on Bane's scheme, but has to prove his intentions to avoid a Bat-beatdown. Along the way, this Gotham odd couple begins to bond. Could there be a new bird joining the Bat-Family? Not if Bane has anything to say about it...
Tom King (w), Mikel Janín (a,c)



BATGIRL #30

BATMAN #61 (DEC. 12)

The grotesque Professor Pyg has a plan, and Gotham City is about to get weird. And did we mention bloody? Weird and bloody. The Eisner-winning creative team behind MISTER MIRACLE tackles one of Batman's most nightmarish foes when artist Mitch Gerads rejoins the Bat-Team for this special issue.
Tom King (w), Mitch Gerads (a/c)

BATMAN BEYOND #27 (JAN. 2)

The Clown Prince of Crime amasses his own army, and there might not be enough of Batman and Robin left to stop them. The only thing more dangerous than The Joker is a city full of weaponized Jokerz being pointed at Gotham, led by the Clown Prince himself! With his old nemesis firmly back in play, retiree Bruce Wayne becomes obsessed with bringing him down. But does he have enough in the Bat-tank? And what happens when Gotham's terrified citizens start backing The Joker's play?
Dan Jurgens (w), Brett Booth and Norm Rapmund (a), Pasqual Ferry (c)

BATMAN & THE OUTSIDERS #1 (DEC. 19)

Batman's world contains some VERY dark corners. For these missions, Batman calls in the most ethical man he knows: Jefferson Pierce, a.k.a. Black Lightning! Under instructions from the Dark Knight Detective, Black Lightning teams up with Katana, the Signal and Orphan to protect a super-powered

THE BATMAN WHO LAUGHS #1 (OF 6)

(DEC. 12)

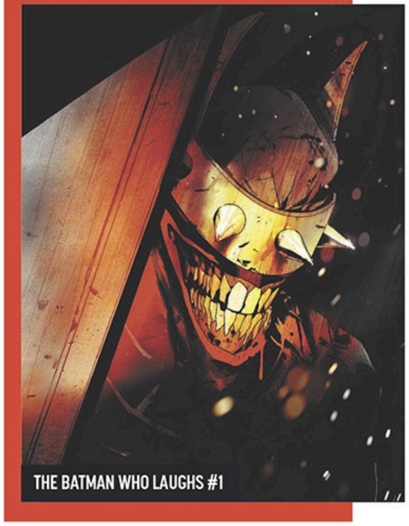
SCOTT SNYDER

Introduced in the pages of DARK NIGHTS: METAL, the Batman Who Laughs came into being when Earth -22's Bruce Wayne finally slipped over the edge and killed the Joker. After a nanotoxin from the dead Joker's body infected Bruce himself, the Batman Who Laughs was born... and "a Batman who laughs is a Batman who always wins."

BATMAN WHO LAUGHS #1 picks up after the events of DARK NIGHTS: METAL, with the titular villain having survived the collapse of Challengers Mountain and is eager to spread more death and destruction across the Multiverse. Can Batman stop this twisted version of himself without resorting to the very thing that created this monster in the first place?

"The thing that Bruce has to come to terms with while fighting him is realizing that there's nothing this character won't do," says writer Scott Snyder. "This [other] Bruce thinks the same things that he does in terms of fighting, in terms of military strategy, in terms of training, all of those things, except there's so many lines that [our] Bruce won't cross. For the Batman Who Laughs, there's nothing he wouldn't do. The argument is that Batman, to always win, would need to abandon his codes."

But will he? Find out in this haunting new miniseries, in stores December 12! ■
Scott Snyder (w), Jock (a/c)



THE BATMAN WHO LAUGHS #1

FREEDOM FIGHTERS #1 (OF 12) (DEC. 19)

ROBERT VENDITTI

Welcome to Earth-X: Germany won World War II, the Nazi regime enacted a brutal and ruthless occupation of America and all metahuman heroes have been wiped out. Plus, Uncle Sam—the living spirit of the American people—is nowhere to be found, and Superman—raised by Hitler and known as "Overman"—is a symbol of fear and cruelty.

But not all hope is lost! In writer Robert Venditti and artist Eddy Barrows' FREEDOM FIGHTERS #1, we fast-forward to the present day on Earth-X, where a new band of Freedom Fighters has taken up the mantle of American resistance. "They really are a very cool bunch of characters that I think are uniquely suited to be written about for this current time," muses Venditti.

Including...a Nazi Superman? When it comes to the Man of Steel, all is definitely not as it seems.

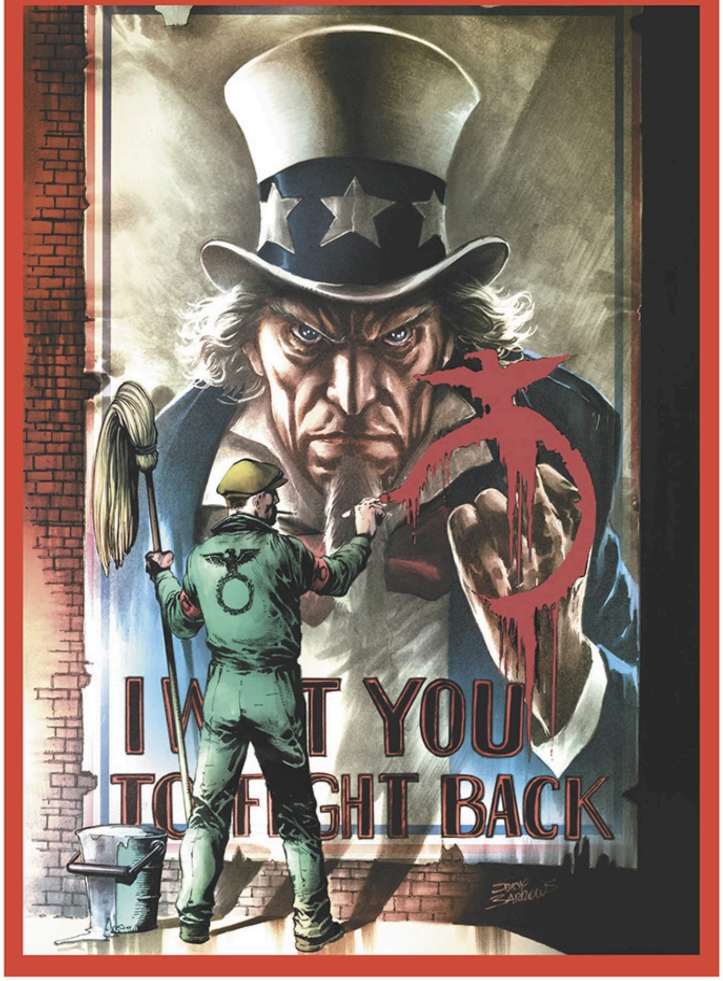
"I don't think that Superman is capable of being the ultimate bad guy," Venditti says. "If Superman were corruptible, he would have been corrupted before now."

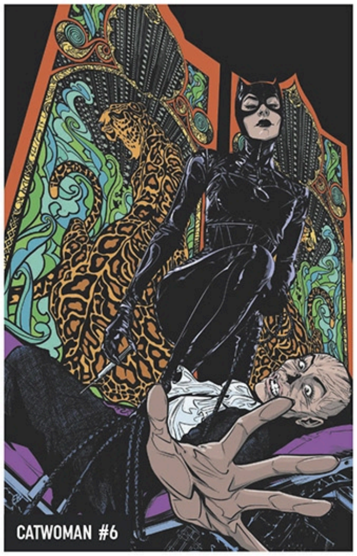
Even so, Venditti relishes the opportunity to explore the "what if" scenarios that he presents in the 12-part FREEDOM FIGHERS maxiseries.

"I've always been interested in those kinds of stories," says Venditti. "I always found them very appealing. Alternate-history stories capture that 'what if' scenario more than anything else."

Join the resistance and the ultimate fight for freedom by picking up FREEDOM FIGHTERS #1, in stores December 19! ■

Robert Venditti (w), Eddy Barrows (a/c)





CATWOMAN #6

woman being targeted by an organization called the Ark. But Batman being Batman, he may also have an ulterior motive for taking this woman under his (Bat)wing.
Bryan Hill (w), Dexter Soy (a), Tyler Kirkham (c)

BOOKS OF MAGIC #3 (JAN. 2)

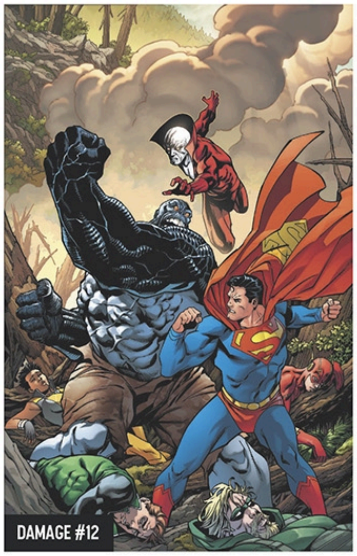
The body of Tim's teacher, Mr. Brisby, has been discovered, and the scene is grisly. Could his killing have been a ritualistic act? Tim tries to comfort his classmates, but finds himself in need of a protector of his own.
Kat Howard (w), Tom Fowler (a), Kai Carpenter (c)

CATWOMAN #6 (DEC. 12)

Selina's forced into a seriously sinister, Sopranos-style sit-down! While the cops continue to hunt her for a murder she didn't commit, Catwoman's forced to take a meeting with secretive crime boss Mrs. Creel. Here's the pitch: work for us or die! Selina counters with some blackmail of her own, but the offer fails to blow away Creel and her meta-crew. That leads to a breakneck chase that drives Catwoman right into the crosshairs of the local authorities.
Joëlle Jones (w/a/c)

THE CURSE OF BRIMSTONE #9 (DEC. 5)

It's a supernatural smackdown as Brimstone faces the Lord of Order himself, DOCTOR FATE! Joe has completely lost control over Brimstone, and Brimstone uses the slip in Joe's resolve to unleash his unrestrained Dark Matter power on the sorcerer. But what does Fate want with this sulfuric fury, and how does this help him with his larger plans for the magical community?
Justin Jordan (w), Eduardo Pansica (a), Philip Tan (c)


DAMAGE #12

DAMAGE #12 (DEC. 19)

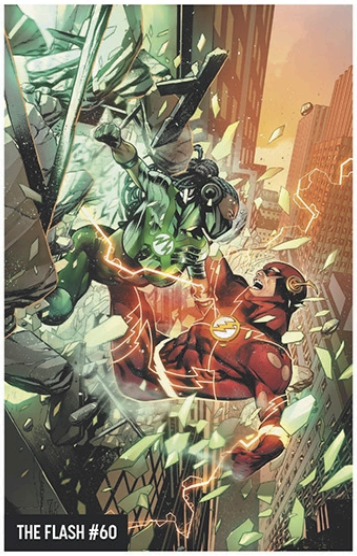
Will Damage earn his spot as the strongest hero in the world, or be branded a villain forever? It's Damage versus the Justice League, and it'll take more than brute strength to win the day. Even with an unstoppable alter ego, Ethan's gotta use both brains and brawn to have a chance against the League, because they've got a knock-'em-dead trick up their sleeve as a nuclear option. The first year of Damage's story comes to an end—and a new chapter begins!
Robert Venditti (w), Aaron Lopresti (a/c)

DEATHSTROKE #38 (DEC. 5)

Deathstroke finally meets his match: Arkham Asylum?! Now an inmate, Slade Wilson must prove his sanity so he can stop an alien invasion (what?). But before he can even attempt a breakout, he's got to face off against angry Arkham inmates out to get him. And what's Two-Face's role in all this mayhem? He keeps showing up in two places at once! Meanwhile, Deathstroke's daughter, Rose Wilson, has been kidnapped! Can Jericho save his sister?
Christopher Priest (w), Fernando Pasarin (a), Tyler Kirkham (c)

DETECTIVE COMICS #994 (DEC. 12)

Batman's strangest case begins! Commissioner Gordon calls in the Dark Knight Detective when there's a murder at the Gotham City Aquarium—staged to look exactly like Thomas and Martha Wayne's crime scene, right down to the Playbill and pearls. How does this bizarre homicide tie into the shadowy monster that attacks Dr. Leslie Thompkins with the Bat-Signal? This creature looks to wage a war on Batman—and it's using Joker Gas to do it!
Peter J. Tomasi (w), Doug Mahnke (a/c)


THE FLASH #60

DETECTIVE COMICS #995 (JAN. 2)

Alfred Pennyworth...attacked at the Wayne manor! Who's hunting those closest to Batman? The monstrous shadow creature plaguing Gotham gains the upper hand when two of the Dark Knight's most ardent allies fall prey to the violent vendetta. Will those tragedies send Batman over the edge? Good thing he's on his way to Arkham Asylum—but will he investigate a murder, or get incarcerated in a padded cell?
Peter J. Tomasi (w), Doug Mahnke (a/c)

FLASH #60 (DEC. 12)

Barry puts his fleet feet in his mouth against the next Force wielder he meets! Introducing the new Strength Force user, Powerhouse: she's a young rebel using her powers to fight the corrupt police state in Corto Maltese. When Barry learns that she wants to use her super-strength to overthrow the government, he tries to intervene—and ends up tripping into a melee with the new hero instead.
Joshua Williamson (w), Rafa Sandoval & Jordi Tarragona (a/c)

FLASH #61 (JAN. 2)

Powerhouse looks to turn the Scarlet Speedster into a scarlet skid mark! The two Force wielders find themselves at odds when Alexa wants to overthrow the criminal government of Corto Maltese that's crushing her people. ('Member that locale from DARK KNIGHT RETURNS?) Barry must squash their beef ASAP and convince Powerhouse to join his Force Quest if he ever hopes to learn the secrets behind these new Force Powers!
Joshua Williamson (w), Christian Duce (a), David Yardin (c)

HOT TICKET

DC Comics staffers pick their personal must-read for December

CHRIS CONROY

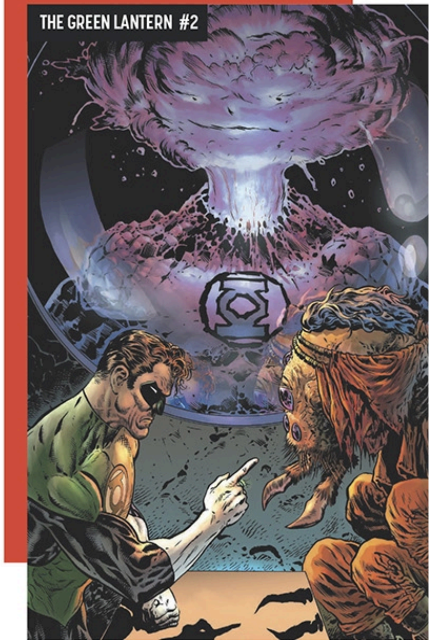
NAME: Chris Conroy
AGE: 36

WHAT I DO: Senior editor in the Batman group, overseeing DETECTIVE COMICS, WONDER WOMAN, BATMAN & THE OUTSIDERS, MARTIAN MANHUNTER, BATMAN: CREATURE OF THE NIGHT and OLD LADY HARLEY!

FAVORITE COMICS: Grant Morrison and Howard Porter's JLA and James Robinson and Tony Harris' STARMAN are the two books that made me fall in love with the DCU. Past that, I'm a sucker for the X-Men. I also worship Grant's THE INVISIBLES and a day rarely passes when I don't quote Chris Onstad's *Achewood.*

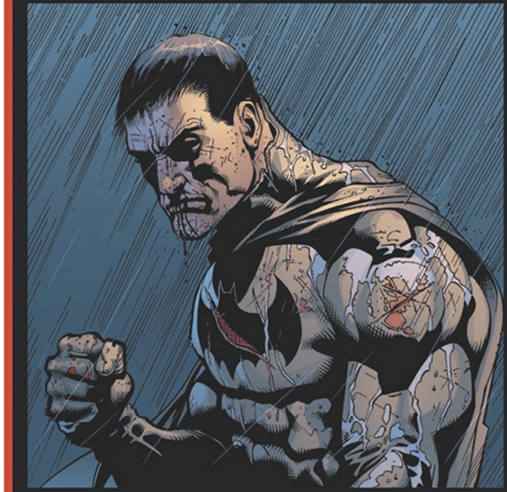
SUPERPOWER: Karaoke.

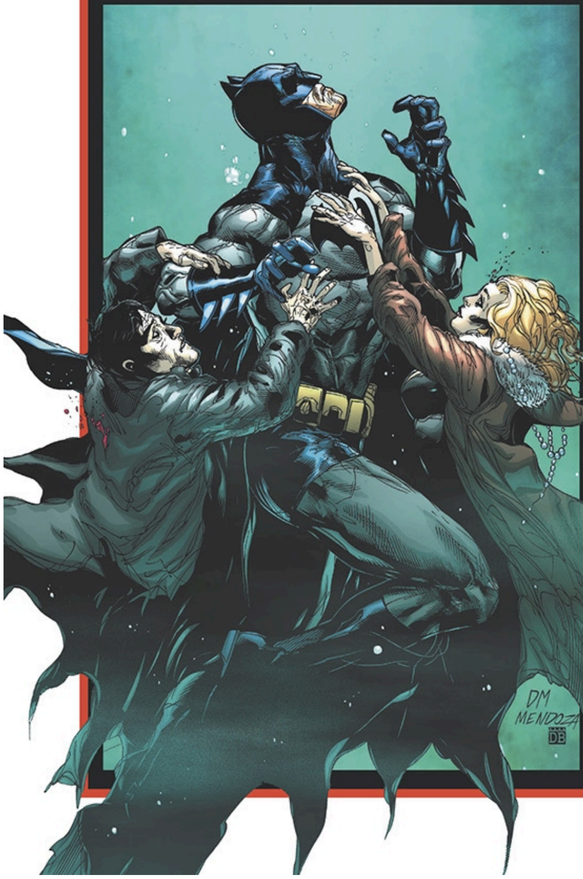
EXCITED ABOUT IN DECEMBER (AND IT CAN'T BE A BOOK YOU'RE WORKING ON. NO FREE PLUGS!): It's not fair that I can't plug my own stuff, because my December books are incredible (see above), but FINE: I can't wait to get my hands on THE GREEN LANTERN's second issue. Liam Sharp is a beast-mode talent, as he showed me on WONDER WOMAN, and to pair him with one of my favorite DC writers of all time is just...hearts-in-eyes emoji all over the place. ■


THE GREEN LANTERN #2

GOTHAM'S GREATEST

In anticipation of his upcoming run on DETECTIVE COMICS, dynamo artist Doug Mahnke reflects back on a career of drawing the Dark Knight and looks ahead to the landmark DETECTIVE COMICS #1000





HIS "UNDER THE RED HOOD" ARC

"Going on BATMAN at the time, it's hard not to appreciate that this is a tremendously iconic character. I'd already been drawing Batman in the pages of JLA, but when you're put on a specific book dealing with a character like that for the first time, it's something special. I'd already been through it with Superman when I did SUPERMAN: THE MAN OF STEEL, but all of a sudden I'm on the main Bat title. Thankfully, Judd Winick was telling a really cool tale in 'Under the Red Hood' that ended up sticking around for quite a while."

WORKING WITH INKER JAIME MENDOZA

"When Jaime Mendoza and I started working together on SUPERMAN/WONDER WOMAN, he had this absolute willingness to do some of the detail work that I was interested in doing, like crosshatching and other textural stuff. We've evolved since then; we're becoming more aware of what the other wants to do, and Jaime has added much more of his own personality to it. I give him room for doing certain things in terms of line weight, especially. When it comes to Batman, it's really no different from doing Superman or Wonder Woman: I give him a lot to do and he seems to do it all."

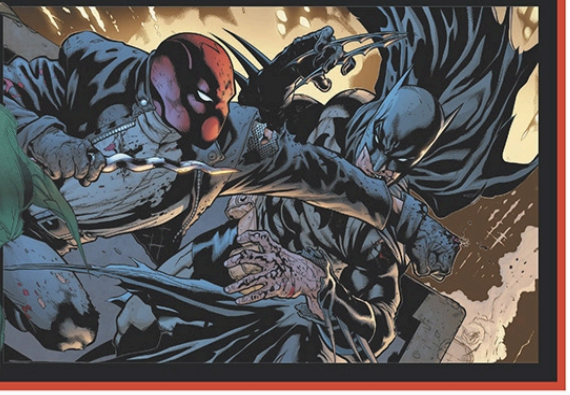
DRAWING BATMAN

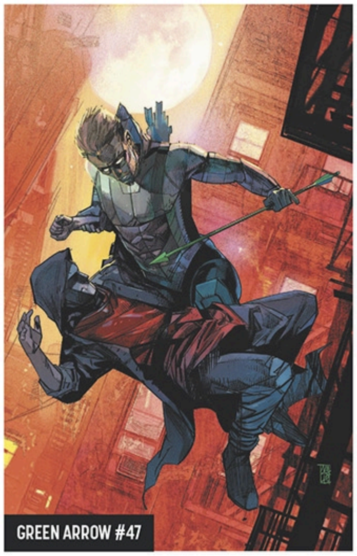
"Batman is a gritty character. Lots of blacks and texture. As far as the stature of Batman, that's always a work in progress. How do you refine what you want to do with Batman? He's a shadowy figure, so you can play a lot with how he's presented, how you use the cape and how you shadow him. On the other hand, you can really bring out figure detail, or you can make him look extremely grim. You don't really have to worry about a lot of happy moments with Batman's face, for instance. You know you're drawing a guy who looks determined most of the time and is not particularly fluffy. Batman is not one-dimensional, but he's not somebody who's taken to a lot of lightheartedness. And that can come across in the artwork really easily."

DETECTIVE COMICS #1000

"I'm looking forward to it a lot, after seeing how they handled issue #1000 of ACTION COMICS. But even though this is issue #1000, every issue of comics is important. However many pages I'm handed from #1000, I will handle it just like I do everything else. It's got a deadline, it has stuff that has to be done and I'm gonna do my best to put some wonderful artwork out there." ■

Don't miss DETECTIVE COMICS #994, in stores December 12!




GREEN ARROW #47

GREEN ARROW #47 (DEC. 5)

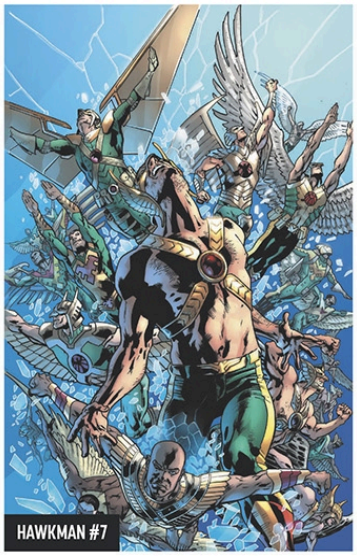
Oliver Queen is in for the shock of his life–in the electric chair! The vigilante Citizen kidnaps Oliver and subjects him to the court of public opinion on a worldwide broadcast, and a guilty verdict means a death sentence. It's up to Black Canary and attorney Kate Spencer to rescue Ollie so he can expose Citizen's true identity and prove his own innocence. And they might even have a chance with a little help from Green Arrow...whatthewhatnow?
Julie & Shawna Benson (w),
German Peralta (a), Alex Maleev (c)

THE GREEN LANTERN #2 (DEC. 5)

Someone is transporting a mysterious cargo out of the Great Void, and it spells trouble for the universe at large! Hal Jordan interrogates a member of the Spider Guild for answers and uses his human repugnance as an interrogation tool, but can he extract the info in time? Meanwhile, the Dhorian slaver Volgar Zo makes a dangerous pact with the Controllers–one that hits Hal close to home!
Grant Morrison (w), Liam Sharp (a/c)

HARLEY QUINN #55 (DEC. 5)

It's a Harley Quinn ho-ho-holiday special! Nothing's worse than spending the holidays with your uninvited, unannounced family–just ask Harley. Her brothers won't stop fighting, her dad wants peace and quiet, and her mom just wants everyone to get along. But the dysfunctional family dynamic masks a major secret that the whole Quinn family is keeping from Harley. Will the big reveal mean an even bigger family blowout, or can Harley's clan end their squabbling and remember the true meaning of the season?
Sam Humphries (w), John Timms (a),
Guillem March (c)


HAWKMAN #7

HAWKMAN #7 (DEC. 12)

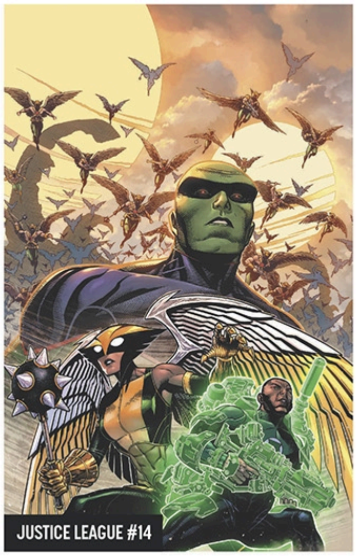
The origin of Hawkman is revealed! Rocketing across the cosmos in his newly recovered spaceship, Carter Hall is en route to the next stop on his adventure through time and space. He doesn't have Netflix to pass the time, but he does have something even better. Locked within the ship's memory banks is the truth behind Carter Hall's reincarnation ability, as well as his connection to the Deathbringers–giant, winged beings of immeasurable power on their way to destroy Earth!
Robert Venditti (w), Bryan Hitch (a/c)

HEROES IN CRISIS #4 (JAN. 2)

Wonder Woman versus...Booster Gold?! The Amazon finds out the hard way that Booster can be a formidable opponent when his back's against the wall. Of course, being the prime suspect in a superhero massacre and exposing a secret trauma hospital for metahumans will do just that. Meanwhile, Batman and the Flash combine their detective skills to investigate what went awry at Sanctuary and uncover a serious glitch in the system–not to mention an explosive, spoiler-ific secret!
Tom King (w) Clay Mann (a) Trevor Hairsine (c)

JUSTICE LEAGUE #13 (DEC. 5)

The Legion of Doom are up against their toughest adversary yet–THE JOKER! That's right, the original man who laughs is none too pleased with his fellow felons and has launched an attack to end all attacks upon Lex Luthor's whole operation. BANG, Lexy. You're dead!
James Tynion IV (w), Guillem March (a/c)


JUSTICE LEAGUE #14

JUSTICE LEAGUE #14 (DEC. 19)

Let's take a trip to "Hawkworld" in part one of a new Totality-related storyline! Martian Manhunter, John Stewart and Hawkgirl avoided "Drowned Earth" with a detour to Thanagar-Prime. J'onn looks to tap into the mental Martian database, GL struggles while practicing his new UV powers, and Kendra searches for answers about her connection to the Totality.
James Tynion IV & Scott Snyder (w),
Stephen Segovia (a) & Jim Cheung (a/c)

JUSTICE LEAGUE DARK #6 (DEC. 12)

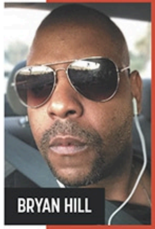
The Justice League Dark...trapped in the mystic realm of Myrra. Their jailer? Blue Devil...and he wants revenge on Detective Chimp! Seems Bobo tried to magically resurrect his best friend, the original Nightmaster, but lost control of the spell and filled Myrra with zombies instead. And left Blue Devil behind to get eaten. So BD's kinda sorta got a reason to be pissed. With that in mind, will Wonder Woman and the rest of the JLD even step up to help Bobo against a raging Blue Devil? That sounds bananas to us.
James Tynion IV (w), Daniel Sampere &
Juan Albarran (a), Nicola Scott (c)

JUSTICE LEAGUE ODYSSEY #4 (JAN. 2)

Next stop on the Odyssey–Planet Cyborg! The space-faring Justice League travels to a new world that worships Cyborg, and meets a population that's obsessed with body modification in preparation for a galactic war. Cyborg and Azrael clash over whether to stop the simmering standoff or continue following the clues left behind by Darkseid. Elsewhere, Starfire and Green Lantern Jessica Cruz infiltrate the society's upper crust in order to decipher the

THE FAST FIVE

Bryan Hill, the writer of the upcoming series BATMAN & THE OUTSIDERS, gets philosophical about putting together an exciting new team for the DCU

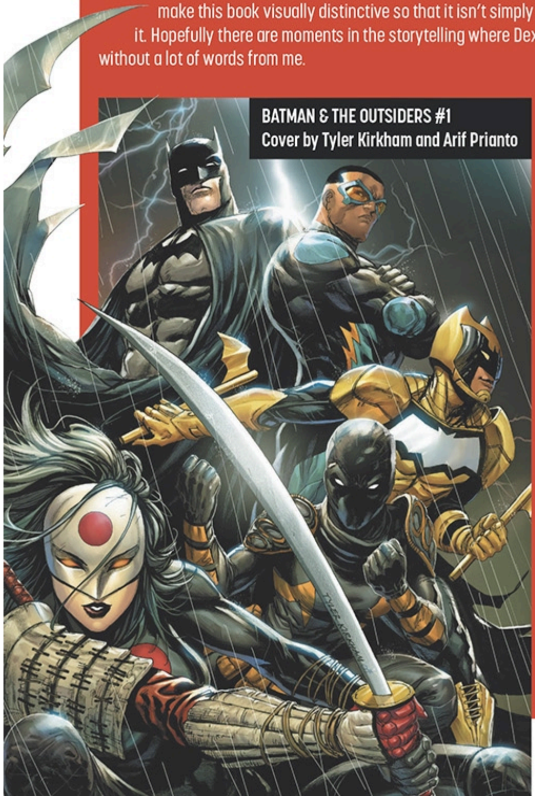

BRYAN HILL

HOW DO YOU APPROACH WRITING A TEAM BOOK LIKE BATMAN & THE OUTSIDERS?
Every good team is a collection of archetypes. If you look at the Outsiders, you've got the mentor in Jefferson Pierce. You've got the high-end visionary in Bruce Wayne. You've got the mystic in Katana. You've got the pure warrior in Cassandra Cain. You've got the coming-of-age element with Duke Thomas. These aspects are all complementary, so the key to a strong team is that the archetypes have to have a conversation with one another symbolically.

WHO'S YOUR FAVORITE CHARACTER IN THE SERIES TO WRITE?
I'm having a lot of fun doing research for Katana. I'm studying shinkendo, the martial art, to understand more of her martial perspective. I'm studying a bit of Shinto so I can understand her spiritual perspective. There's a history there, and it's very important to me that she be more than just a lady with a sword.

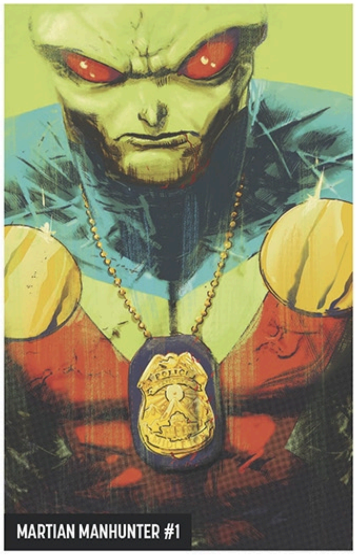
HOW DO BRUCE WAYNE AND JEFFERSON PIERCE PLAY OFF OF EACH OTHER AS LEADERS OF THIS TEAM?
The book is about two people with very different perspectives who both want to accomplish the same thing: making the world safer. In Jefferson, Bruce sees a man with a strong ethical core. Jefferson is a man who is used to dealing with volatile personalities. He has a different perspective on criminals, and on how to make lasting change in the world. Bruce wants someone leading his team who will challenge him from time to time. And he needs to have someone there who he believes can walk through the darkness without becoming affected by it.

WHAT HAS YOUR EXPERIENCE BEEN LIKE WORKING WITH ARTIST DEXTER SOY?
I'm really grateful that Dexter Soy is doing the pencils on the book, because Dexter is such a passionate artist, and his work has a lot of perpetual motion to it. It has this strong style, but he can still do very human moments. One of the early conversations that Dexter and I had was about how to make this book visually distinctive so that it isn't simply another team book with Batman in it. Hopefully there are moments in the storytelling where Dexter's art pushes the story forward without a lot of words from me.


BATMAN & THE OUTSIDERS #1
Cover by Tyler Kirkham and Arif Prianto

WHAT ARE SOME OF THE MESSAGES YOU HOPE TO PROJECT IN BATMAN & THE OUTSIDERS?
I know I get associated with dark, grim work, but the purpose of darkness in my stories is to give us a reason to have a brighter light. Ultimately, this is a book about heroes. It's very important to me that this book be an aspirational book even amidst the occasional sacrifice and villainy. I hope this'll be a book that can inspire all of us to realize that despite our differences and idiosyncrasies, we can all find our path to heroism in our own way. ■

***BATMAN & THE OUTSIDERS #1* hits shelves December 19!**


MARTIAN MANHUNTER #1

second language on the codex.
Joshua Williamson (w), Philippe Briones (a), Stjepan Sejic (c)

MARTIAN MANHUNTER #1 (OF 12)

(DEC. 5)

No matter what you know about J'onn J'onnz, you're not prepared for this! Acclaimed creators Steve Orlando and Riley Rossmo (BATMAN/THE SHADOW, BATMAN: NIGHT OF THE MONSTER MEN) reteam for a reinvention of the Manhunter from Mars in this twisted, unexpected series. Back on Mars, J'onn was about as corrupt as a law officer can be, and when a reckoning comes for his entire society, he'll get a second chance he doesn't want or deserve! One shocking murder, and an unexpected fragment of the Mars he lost, will change his life—and the course of the Earth—forever!
Steve Orlando (w), Riley Rossmo (a/c)

NIGHTWING #54 (DEC. 5)

Richard Grayson is happy—he's got his friends, his job, his life—he's moving forward in a way that he's never been free enough to do before. After the events of BATMAN #55, he's finally untethered from the past, disconnected from a future he wasn't sure he wanted and a city he no longer feels responsible for protecting. As a group of cops pick up the loose ends Nightwing left behind and answer the call to be heroes, Ric Grayson begins his therapy sessions with a very unique doctor specializing in fear...
Scott Lobdell & Fabian Nicieza (w), Garry Brown (a), Chris Mooneyham (c)

NIGHTWING #55 (DEC. 19)

The vigilante cops trading on Nightwing's name and reputation have taken things too

RED HOOD: OUTLAW #29

SUPERMAN #6

SUICIDE SQUAD #49

far. As the city of Blüdhaven succumbs to the fearsome grip of the Scarecrow, they're forced to deal with the fallout. Will they step up to the plate and become the true saviors of the city? Or will they fall prey to the new fear germ engulfing it? Above all, will Grayson answer the call to be a hero once more? This bold new chapter in the saga of Nightwing reaches a dazzling crescendo that will test the mettle of the man behind the legend.

Scott Lobdell & Fabian Nicieza (w), Chris Mooneyham (a/c)

OLD LADY HARLEY #3 (OF 5) (JAN. 2)

Harley's barely managed to escape from Gotham—but going down the river to Blüdhaven might have been an even bigger mistake! The whole city is a prison, held in the grip of the bloodthirsty Bane Twins...and we're sad to say, they VERY much take after their father! And where there are criminals, you KNOW there are Laughing Boys...and where there are Laughing Boys, can the Joker be far away?

Frank Tieri (w), Inaki Miranda (a), Amanda Conner (c)

RED HOOD: OUTLAW #29 (DEC. 5)

Batwoman joins the fight! Both Kate and Jason find themselves exiled from Gotham for taking the law into their own hands. But just because they both angered Batman doesn't make them allies...does it? Maybe not, but both are on the trail of a rogue player in the Underlife, the secret cabal of criminal conspirators who play by a shared set of rules, and teaming up could be the only way to take him down. What's actually hiding under the seemingly perfect surface of Appleton? The Red Hood might not live to expose it!

Scott Lobdell (w), Pete Woods (a/c)

SIDEWAYS #11 (DEC. 12)

Sideways...caught between a cop and a hard case! Derek's got the cops in his house when he uncovers an important clue that could crack his mother's case wide open. Seems the powers that be at Dark Sciences know about his superpowers, and they've got the paperwork to prove it. But then metahuman mercenary Bolt crashes the party, puts the kibosh on Derek and gets his hands on the evidence. Bolt takes Derek back to Professor Portefoy, whose plan is straight out of the evil-scientist playbook: drain the Dark Matter energy from Derek to steal his rift powers!

Dan DiDio (w), Kenneth Rocafort (a/c)

THE SILENCER #12 (JAN. 2)

Get ready for the big finale of the Leviathan Civil War! The Silencer finds herself smack dab in the middle of a melee full of murderous underbosses while trying to protect her child and punch all the tickets she came to punch. Even if Honor Guest survives, nothing will ever be the same again.

Dan Abnett (w), Jack Herbert (a), Tyler Kirkham (c)

SUICIDE SQUAD #49 (DEC. 12)

Beneath the ice of the Siberian seas, a final reckoning awaits the Suicide Squad. Amanda Waller has been implanted with her very own brain bomb—with Rick Flag's finger on the trigger. While Deadshot, Katana, Boomerang, Harley and Croc fight tooth and nail for their very survival, they must also uncover answers to a host of life-and-death questions: What's the secret hidden within Temho Me4ta prison? Who are the Vets? And who, ultimately, will be the Squad's final judge, jury and executioner?

Rob Williams (w), Diogenes Neves and Scott Hanna (a), David Williams (c)

SUPERMAN #6 (DEC. 12)

Fighting side by side with one of his greatest foes, Superman must team with General Zod to defeat Rogol Zaar or risk banishment for all three inside the cold prison of the Phantom Zone forever. Whatever you do, don't skip to the last page—the end of this issue changes the lives of Superman and his family forever as the "Unity Saga" concludes.

Brian Michael Bendis (w), Ivan Reis (a/c)

TEEN TITANS #25 (DEC. 19)

Learn the secret origin of Crush, daughter of Lobo! When Crush drags Djinn along on a road trip to find an important item from her past, the two get into hijinks that'd make Thelma and Louise jealous. Crush is on the hunt for her Obelus, the mysterious alien chain that once protected her as a child, but here's the kicker—it's in the possession of a man named Ezekiel, who killed Crush's adoptive human parents! BONUS BACKUP STORY from writer and artist Matt Dunbar: How'd Roundhouse get home from space in TEEN TITANS #21? Find out here!

Adam Glass (w), Robson Rocha (a/c)

THE TERRIFICS #11 (JAN. 2)

The Terrifics...terminated! The team has called it quits and gone their separate ways—with less-than-terrific results. Plastic Man meets his estranged wife and son, who is now developing his own plastic powers; Metamorpho is still stuck in his human form as Rex Mason, unemployed, unqualified and going broke; Phantom Girl's stuck in an arranged marriage back on her homeworld of Bgztl; and Mr. Terrific hunts the escaped Doc Dread, who travels the Multiverse collecting alternate Mr. Terrifics for murder-sport.

Jeff Lemire (w), Viktor Bogdanovic (a), Evan "Doc" Shaner (c)

HARLEY QUINN #56 (DEC. 19)

MARK RUSSELL

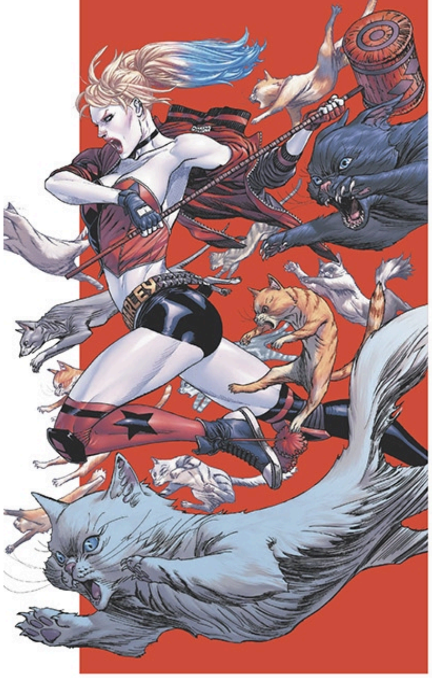
Harley Quinn struggles to find permanent homes outside of her apartment building for a group of felines hoarded by one of her tenants, a former small-time crook named Ferrell Katz.

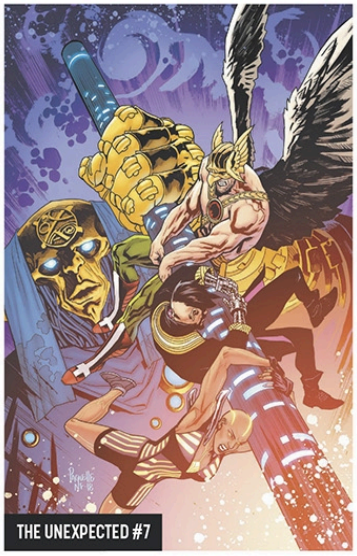
But her quest quickly turns into a cat-astrophe, as she runs afoul of the local pet store "Men o' Paws," which houses a group of men's rights activists intent on keeping the pet industry out of the hands of women.

To construct the Clown Princess of Crime's crazy, cat-themed adventure, guest writer Mark Russell hearkens back to Amanda Conner and Jimmy Palmiotti's HARLEY QUINN run, in which Harley worked as a beleaguered building manager. "It allows me to turn her building into a sort of *Deep Space Nine* for the weird failures in Gotham's underground," Russell says. "Like Ferrell Katz, a super-villain with an army of criminal cats!"

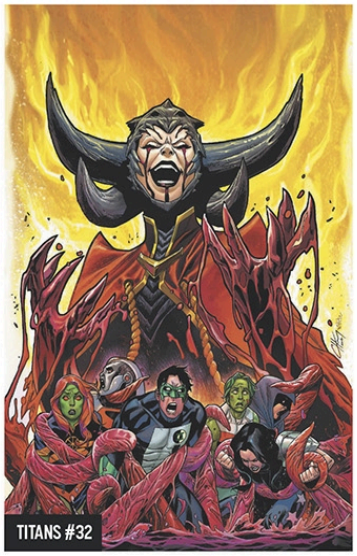
The cat's out of the bag for the meninists of Coney Island as Harley Quinn fights the patriarchy—and her cat allergy! ■

Mark Russell (w), Mirka Andolfo (a), Guillem March (c)





THE UNEXPECTED #7



TITANS #32

TITANS #31 (DEC. 12)

Accompanied by Green Lantern Kyle Rayner, the Titans return to Earth following their ordeal on an alien planet. But there's no rest for the weary, as they need to mobilize fast to catch up to the Blood Cult's advanced knowledge of Source Wall energy. Meanwhile, at the Hall of Justice, Batman questions the team's ability to function without their leader, and something strange and scary starts happening to Beast Boy. An ominous vision will change everything for the team and their mission!
Dan Abnett (w), Clayton Henry, Brent Peeples & Dexter Vines (a), Clayton Henry (c)

TITANS #32 (JAN. 2)

While the Titans have spent months responding to Source Wall-related threats, Mother Blood and the Blood Cult have been studying that energy and learning to harness it for their own malevolent purposes. In this special villain-focused issue, discover how Mother Blood rose to power and how the Cult's proactive nature could upend everything the reactive Titans team has been doing.
Dan Abnett (w), Clayton Henry (a/c)

THE UNEXPECTED #7 (DEC. 5)

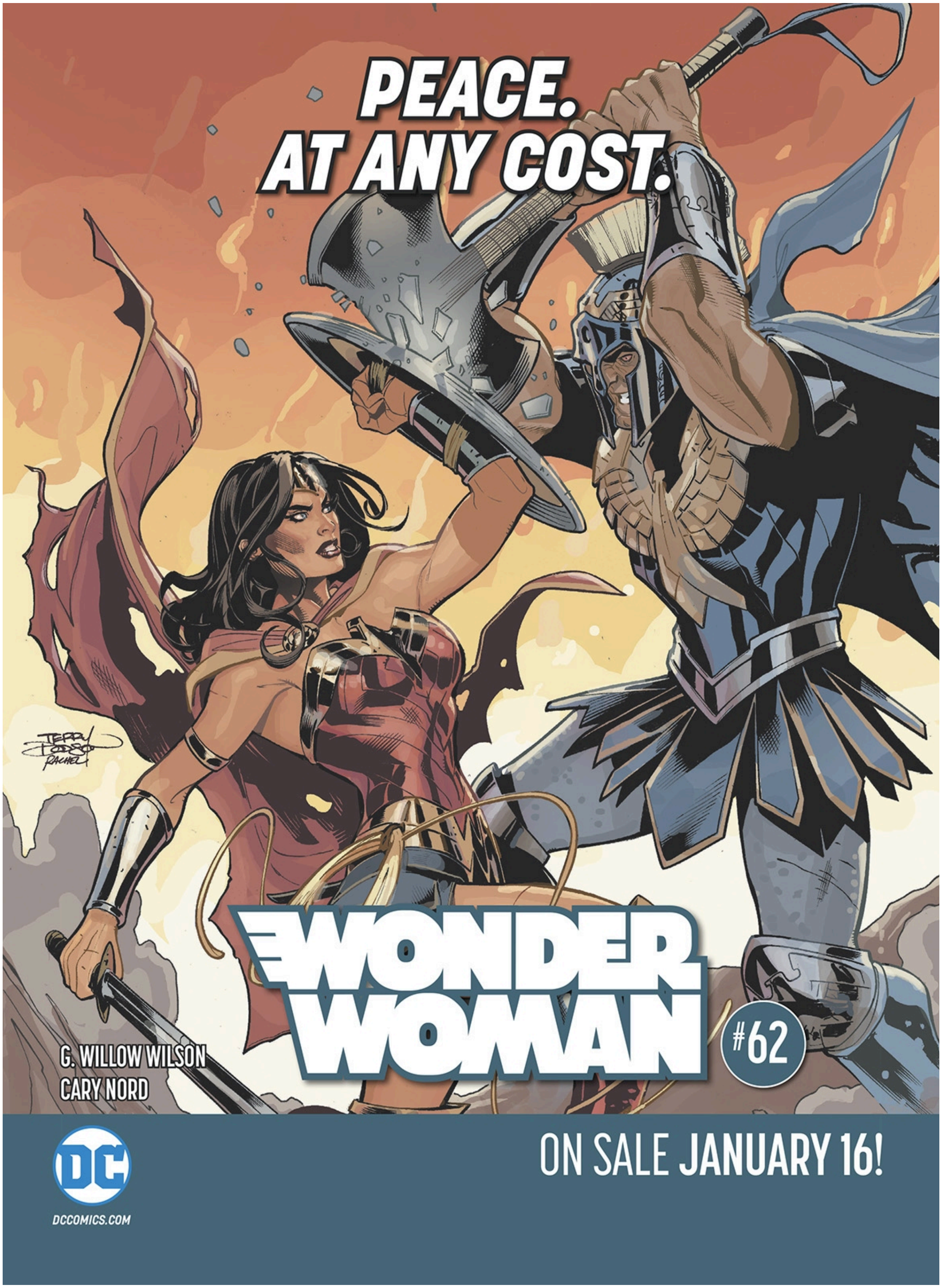
The Unexpected tread where mortals never walk! Neon the Unknown, Firebrand and Hawkman unwittingly discover the birthplace of the Nth metal isotope, but there's a catch: it exists outside the Multiverse in the dead world of Nil, guarded by one of the Tempus Fuginauts, who has already passed his guilty judgment! Someone must die for trespassing into Nil—and the Unexpected must be the ones to choose who lives and dies! What happens next in the archaeology of the Multiverse?
Steve Orlando (w), Ronan Cliquet (a), Yanick Paquette (c)

WONDER WOMAN #60 (DEC. 12)

It's a standoff of mythological proportions when Wonder Woman combats the resurrected God of War, Ares! While trying to stop a war, Wonder Woman appeals to Ares to intervene with her, but he thinks the two parties should fight it out and resolve it themselves. Guess dying and coming back didn't do much to soften Ares' M.O. Meanwhile, Steve Trevor's been kidnapped and confronts his captor: the Goddess of Love, Aphrodite, who's extremely pissed. Let's see Steve schmooze his way out of this one!
G. Willow Wilson (w), Cary Nord & Mick Gray (a), Terry Dodson (c)

WONDER WOMAN #61 (JAN. 2)

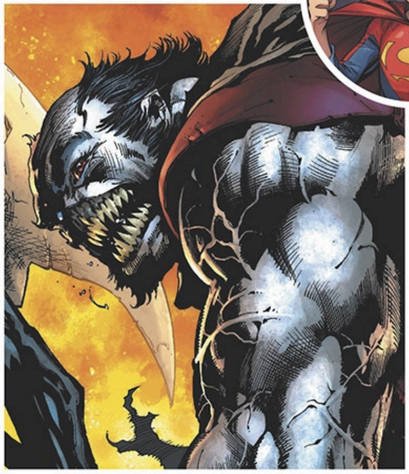
Love is dead—according to the Goddess of Love! A furious Aphrodite holds Steve Trevor captive in the middle of a war zone and tries to convince him of that very proclamation, but the hopeless romantic refuses to abandon his feelings for Wonder Woman. Meanwhile, Diana, the object of his affection, gets trapped in the bombed-out capital, where she finds the remnants of the local government and uses all her diplomatic prowess to convince them to end the conflict. Can Diana, Steve and Aphrodite end this war, or will Ares end up dancing on all their graves?
G. Willow Wilson (w), Cary Nord & Mick Gray (a), Terry Dodson (c)


PEACE.
AT ANY COST.
TERRY DODSON RACHEL
WONDER WOMAN
#62
G. WILLOW WILSON
CARY NORD
DC
DCCOMICS.COM
ON SALE JANUARY 16!

FACE THE N@TION

The first and greatest DC NATION letters page

Last issue DC NATION opened up our official e-mail account (dcnation@dcentertainment.com) and asked for reader feedback. We legit got three e-mails, one of which we sent ourselves as a test (it worked!). But we're not the glass-half-empty types, we see it as a strength: as of this writing, we have published 100% of our fan mail. What other free-to-consumer comic magazine can boast that? None, that's who. Let's get to it:



Hey super friends●!

For what it's worth, I got a kick out of the DC staff's brushes with horror and the supernatural (DC NATION #5)! Something REALLY horrific though is Rogol Zaar!

There's my segue into just saying how much I'm loving [writer] Brian Michael Bendis' run on both SUPERMAN and ACTION COMICS ●!

Your super friend,

Jordan Valdes

Okay, first things first: no more emojis. We use old software when making DC NATION and smilies crash our spellcheck.

As for Bendis, he's bringing it on the Super-Books. January's ACTION COMICS #1007 kicks off a new storyline which will have massive implications for wider DC Universe. Easter Egg alert on that issue's first few pages.

Over in January's SUPERMAN #7 we'll see the return of Superboy, but not the way you (or his parents) remember. It's going to be an emotional reunion, but not necessarily a pleasant one.

Dear DC Insider,

My name is Mackenzie Bowman, a 14-year-old intense lover of horses and DC Comics. I have questions...

1. Besides Comet the Superhorse and Victory, are there any horse characters in DC?
2. How can I be a DC intern?
3. How old do you have to be to work at DC comics?
4. Are there any songs that possibly are about people from the DC Universe? I know a lot of songs that could fit: "I Will Always Love You" by Dolly Parton (Catwoman), "Man in Black" by Johnny Cash (Batman), and "Half Way Up" by Clint Black (Dawn of Justice).

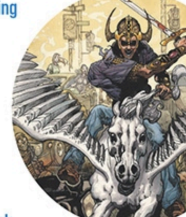
Keep up the good work!

Mackenzie Bowman

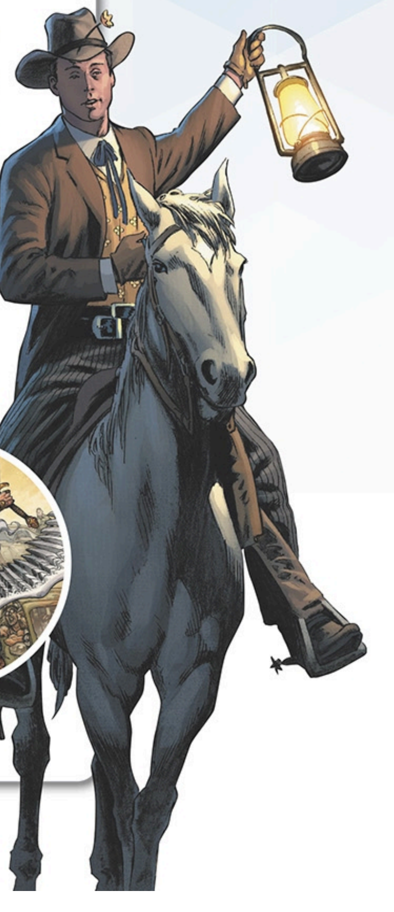
DC NATION is often referred to as the horse of magazines, so we understand the appeal. As for your questions:

1) We love Comet, too. So much so we invited him to the photoshoot on page 4, but after the incident at craft services he's not invited back. Two more members of the super-equidae family to check out: Old West hero Bat Lash's horse Daisy and, while the original Shining Knight's horse was named Winged Victory, the Grant Morrison Shining Knight rode Vanguard.

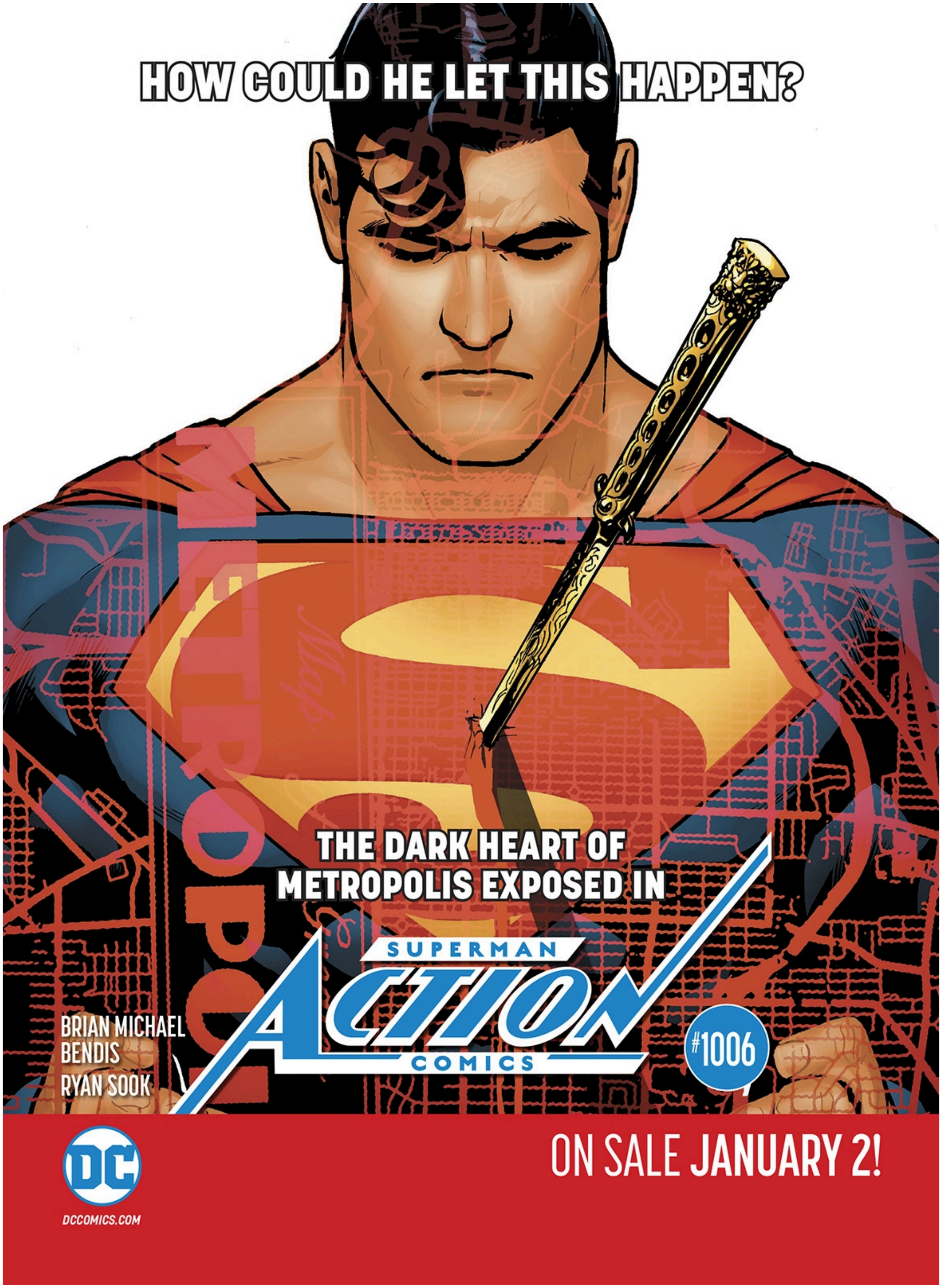
2&3) These two tie together so we're combining them. We're here to work smarter, not harder. Summer internships at DC Comics are posted on the wbjobs.com site each year. You have to be an enrolled college student and receive credit for your work at your institution to be eligible. We hope we'll be seeing you here in a few years–we could use the help.

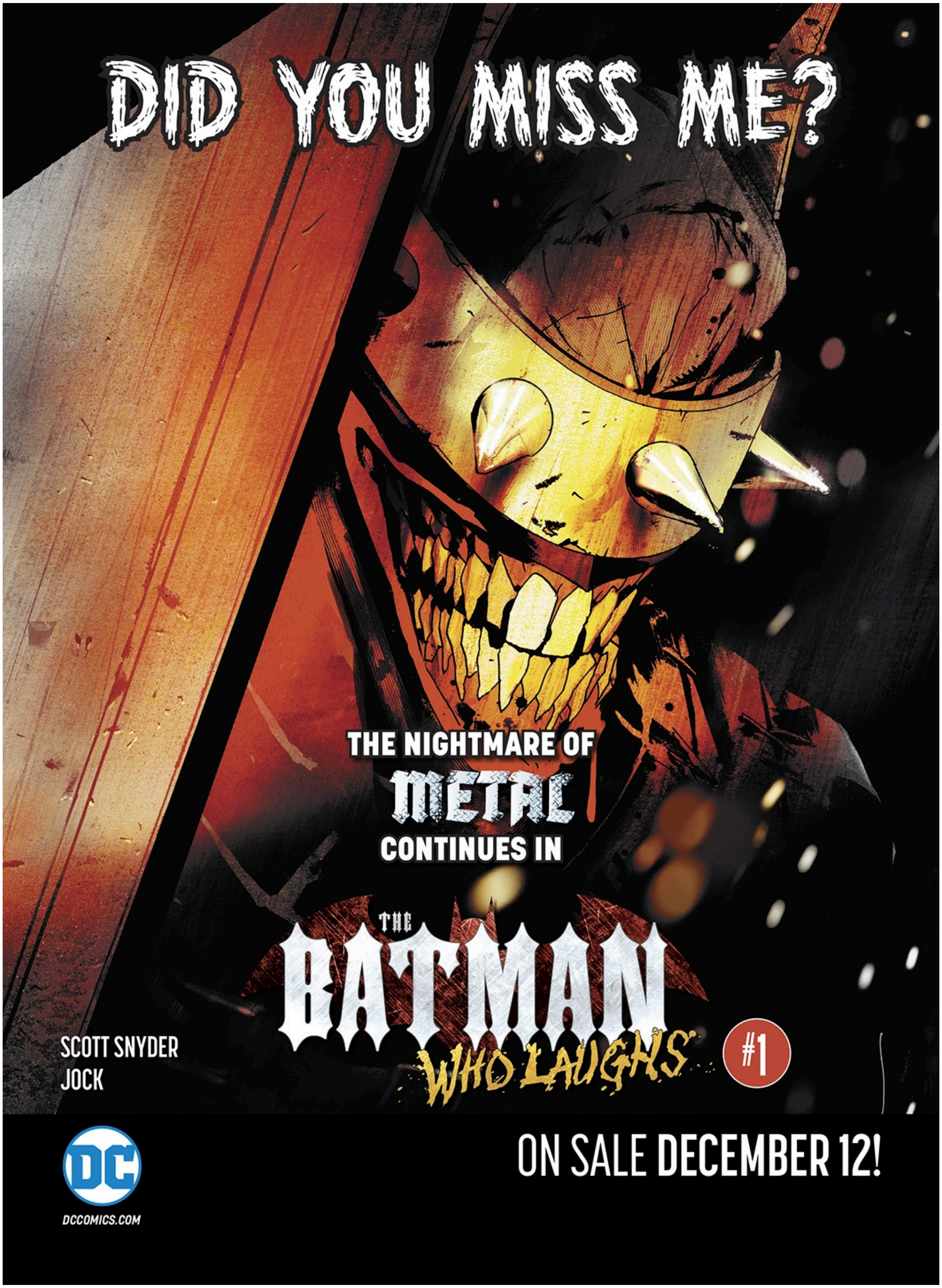


4) Nice picks, you're hired as the official DC NATION DJ. Here's two more on our playlist: "Man of Steel" by Hank Williams Jr. and "Jimmy Olsen's Blues" by the Spin Doctors. ■



Some letters edited for length. Do you have a letter you'd like edited for length? Send it to us at **dcnation@dcentertainment.com**


HOW COULD HE LET THIS HAPPEN?
THE DARK HEART OF METROPOLIS EXPOSED IN
SUPERMAN
ACTION COMICS
#1006
BRIAN MICHAEL BENDIS
RYAN SOOK
METROPOLIS
DC
DCCOMICS.COM
ON SALE JANUARY 2!


DID YOU MISS ME?
THE NIGHTMARE OF
METAL
CONTINUES IN
THE
BATMAN
WHO LAUGHS
#1
SCOTT SNYDER
JOCK
ON SALE DECEMBER 12!
DC
DCCOMICS.COM